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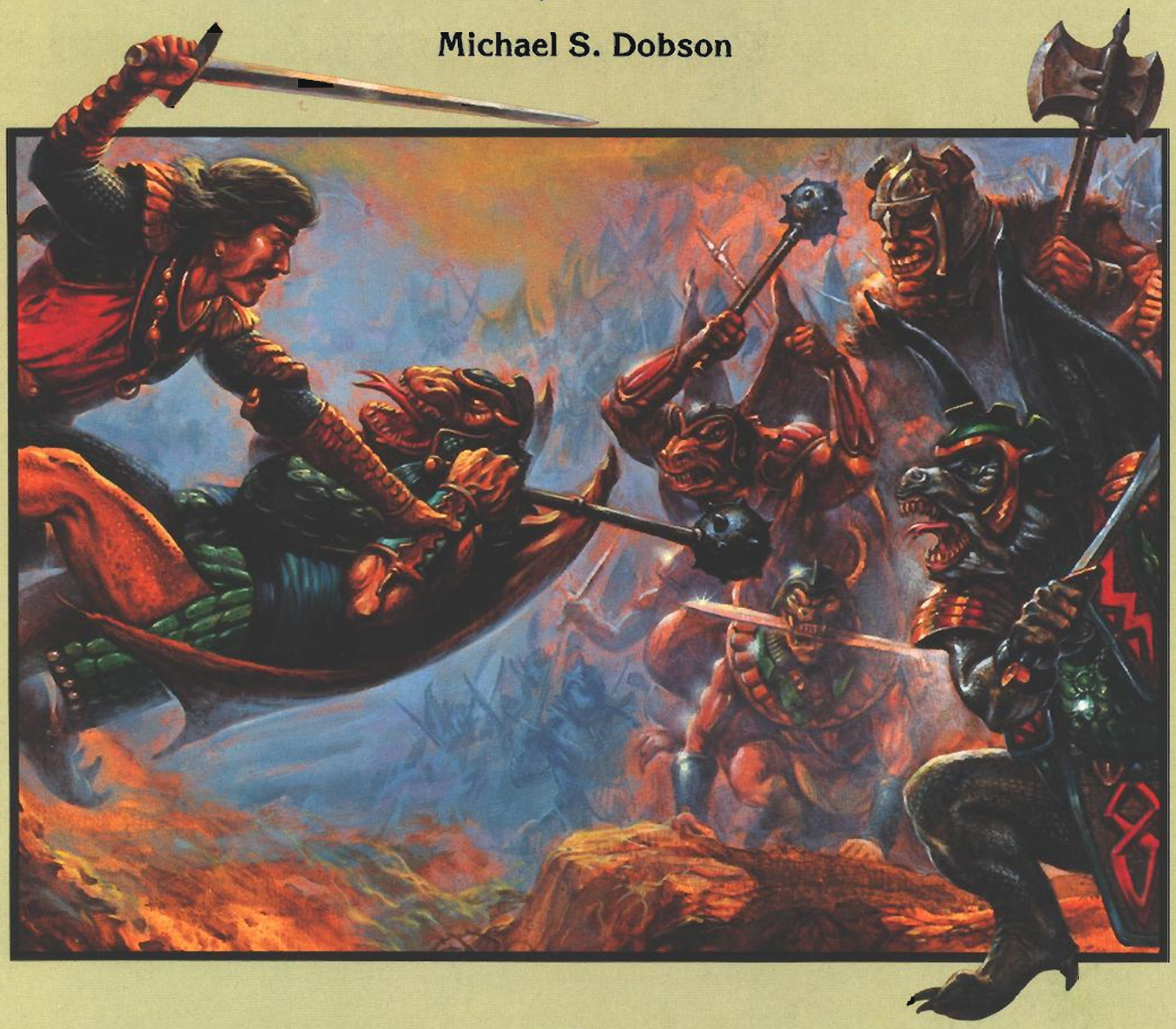
DUNGEONS & DRAGONS®

Expert Campaign Adventure

Red Arrow, Black Shield

Michael S. Dobson



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ORDER OF BATTLE

ARMY OF THE DESERT NOMADS

Unit name: LEGION OF DOOM
Type of unit: Elite Division
Number of units: 1
MV 6, BR 232
Personnel: 1932
Troop Class: Excellent

Army Commander: Alrethus (M 19)
Heroes: 4 Stone Juggernauts (crew of 10 non-combatants for each)
Unit 1: Death's Head Cavalry (240 elite F 2 human cavalry on warhorses, bows & swords), 6 Sergeants (F 3), 1 Captain (F 4)
Unit 2: Desert Wind Cavalry (identical to Unit 1).
Unit 3: Angels of the Master (80 M 3 skirmishers on foot, daggers)
Unit 4: Sword of Truth (Identical to Unit 3).
Unit 5: Bonecrushers (40 Stone Giant skirmishers on foot)
Unit 6: Swords of Death (480 regular F 2 human infantry, bows & swords), 12 Sergeants (F 3), 1 Captain (F 4)
Unit 7: Swords of Destruction (identical to Unit 6).
Unit 8: Warlords of the Air (10 airboats, crewed by 20 skeletons, each carrying 40 regular F 2 human archers, commanded by Captain (M 6)).

Unit name: ARMY HEADQUARTERS COMPANY
Type of unit: Army Headquarters
Number of units: 6
MV 6, BR 153
Personnel: 395
Troop Class: Excellent

Army Commander: F 12
Deputy Army Commander: F 10
Heroes: 2 Stone Juggernauts (and non-combatant crews of 10 each), 4 M 7, 4 C 9
Unit 1: 240 regular F 2 human infantry, bows & swords, 6 Sergeants (F 3), 1 Captain (F 5)
Unit 2: 20 regular Hill Giants, 1 Hill Giant Captain
Unit 3: 120 elite F 3 human cavalry, bows & swords, 3 Sergeants (F 4), 1 Captain (F 6)

Unit name: REGULAR DIVISION
Type of unit: Regular Division
Number of units: 25
MV 4, BR 103
Personnel: 1162
Troop Class: Good

Division Commander: F 10
Deputy Division Commander: F 8
Heroes: 1 M 6, 1 C 8, 2 Stone Giants, 2 Wood Juggernauts (and non-combatant crews of 10 each)
Unit 1: 120 regular goblin cavalry, bows & swords, riding dire wolves, 3 goblin Sergeants, 1 goblin Captain
Unit 2: Identical to Unit 1
Unit 3: 120 regular F 1 human cavalry, bows & swords, riding warhorses, 3 Sergeants (F 2), 1 Captain (F 3)
Unit 4: Identical to Unit 3
Unit 5: 160 regular bugbear infantry, spears, 4 bugbear Sergeants, 1 bugbear Captain
Unit 6: Identical to Unit 5
Unit 7: 40 Hill Giant skirmishers
Unit 8: Identical to Unit 7
Unit 9: 40 Troll skirmishers
Unit 10: Identical to Unit 9

Unit name: GUARDS DIVISION
Type of unit: Reserve Division
Number of units: 8
MV 4, BR 72
Personnel: 892
Troop Class: Fair

Division Commander: F 10
Deputy Division Commander: F 8
Heroes: 1 M 5, 1 C 6, 2 Wood Juggernauts (and non-combatant crews of 10 each)
Unit 1: 120 regular goblin cavalry, bows & swords, riding dire wolves, 3 goblin Sergeants, 1 goblin Captain
Unit 2: Identical to Unit 1
Unit 3: 120 regular F 1 human cavalry, bows & swords, riding warhorses, 3 Sergeants (F 2), 1 Captain (F 3)
Unit 4: Identical to Unit 3
Unit 5: 160 regular bugbear infantry, spears, 4 bugbear Sergeants, 1 bugbear Captain
Unit 6: Identical to Unit 5
Unit 7: 40 Hill Giant skirmishers
Unit 8: 40 Troll skirmishers

GRAND ARMY OF THE PRINCIPALITIES OF GLANTRI

Unit name: ARMY OF PRINCE JHEREK*
Type of unit: Regular Division
Number of units: 8
MV 6, BR 159
Personnel: 862
Troop Class: Excellent

Army Commander: Prince (M 18) riding pegasus (CB +1, Int +3, Wis +1, appropriate magic items) NOTE: Each Glantri army unit is named after its Prince Commander.
Deputy Army Commander: Count (M 12) riding pegasus
Unit 1: 120 elite M 3 human cavalry, daggers & slings, riding warhorses, 4 Sergeants (M 4), 1 Captain (M 5)
Unit 2: 240 elite F 2 human cavalry, bows & swords, riding warhorses, 6 Sergeants (F 3), 1 Captain (F 4)
Unit 3: 240 regular F 2 human mounted infantry, bows & swords, riding normal horses (cannot fight on horseback), 6 Sergeants (F 3), 1 Captain (F 4)
Unit 4: Identical to Unit 3

ATRUAGHIN CLANS

Unit name: BEAR CLAN*
Type of unit: Regular Division
Number of units: 7
MV 6, BR 120
Personnel: 662
Troop Class: Good

Army Commander: Clan Warleader (F 10, CB +1)
Deputy Commander: F 8
Unit 1: 160 elite F 2 human cavalry, bows & spears, riding warhorses, 4 Sergeants (F 3), 1 Captain (F 4)
Unit 2: Identical to Unit 1
Unit 3: Identical to Unit 1
Unit 4: Identical to Unit 1

ARMY OF THE REPUBLIC OF DAROKIN

Unit name: I and II LEGIONS
Type of unit: Elite Division
Number of units: 2
MV 6, BR 182
Personnel: 1091
Troop Class: Excellent

Division Commander: F 9 (CB +1, Int +1)
Deputy Division Commander: F 7
Hero: C 6
Unit 1: 120 regular F 2 human mounted infantry, bows & swords, riding regular horses, 4 Sergeants (F 3), 1 Captain (F 4)
Unit 2: Identical to Unit 1
Unit 3: Identical to Unit 1
Unit 4: Identical to Unit 1
Unit 5: 80 regular F 2 human cavalry, bows & swords, riding warhorses, 2 Sergeants (F 3), 1 Captain (F 4)
Unit 6: Identical to Unit 5
Unit 7: Identical to Unit 5
Unit 8: Identical to Unit 5
Unit 9: 80 skirmish F 2 human cavalry, bows & swords, riding warhorses, 2 Sergeants (F 3), 1 Captain (F 4)
Unit 10: Identical to Unit 9
Unit 11: 80 elite E 2 elf cavalry, bows & swords, riding warhorses, 2 Sergeants (E 3), 1 Captain (E 4)

DUNGEONS & DRAGONS®

Expert Game Adventure

Red Arrow, Black Shield

by Michael S. Dobson

An Adventure for Character Levels 10-14

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INTRODUCTION

The Master of the Desert Nomads, whose name is spoken only in whispers, has returned from the dead to lead the nomad tribes of the Sind Desert to victory and plunder!

Running The Adventure

Red Arrow, Black Shield is a unique adventure for the DUNGEONS & DRAGONS® game system, in which the player characters lead diplomatic missions and armies against the Desert Nomads and their evil leader, The Master. Unlike most D&D® adventures, *Red Arrow, Black Shield* uses two different systems for mass combat: the War Machine rules from the D&D® Companion Set (reprinted in part here) and the BATTLESYSTEM™ Fantasy Combat Supplement, which is needed in order to play.

The adventure is played on three different levels: individual role-playing, BATTLESYSTEM™ tactical mass combat game, and War Machine strategic combat. The map and counters in this adventure are used for War Machine combat, but can be used in future campaign play to add new life to the D&D® campaign world.

This adventure is designed to follow D&D® adventures *X4, Master of the Desert Nomads* and *X5, Temple of Death*. Although it is desirable if the player characters in this adventure played those earlier adventures, it isn't necessary. If they did, they are already familiar with The Master, Hosadus, a powerful and evil cleric. If not, they will learn all about him soon enough.

You may place this adventure in your own campaign world rather than use The Continent from the D&D® Expert Set. The back of the large map is printed with a hex pattern. You can draw your own campaign world onto that map (a scale of 1 hex = 24 miles will allow you to use the special War Machine movement rules in this adventure) and prepare army counters for each of the realms in your world. To prepare army counters for the realms of your campaign, you will need the D&D® Companion Set, which contains War Machine rules that are not reprinted here. You must define the alignment and objectives of each realm in your campaign world in order to play the diplomatic missions. And, you must create a desert realm where The Master and his allies live.

Player Characters

This adventure is designed for a party of 4-8 characters of 10th to 14th level of experience, and the range of character classes should be well balanced. The party will benefit from having at least one magic- user of 12th or higher level, and at least one character with a Charisma of 15 or better. Each character should have two or three magic items appropriate to his or her level. An assortment of pre-generated characters is provided in this adventure.

This adventure provides a transition for Expert-level characters into the D&D® Companion Set, which covers character levels 15-25.

Abbreviations

In addition to the abbreviations listed in the D&D® Basic Rules, the following abbreviations are used in this adventure:

AR	=	Attack Rating
BFR	=	Basic Force Rating
BR	=	Battle Rating
DL	=	Discipline
SA	=	Special Attacks
SD	=	Special Defenses
d%	=	Percentile dice roll
#Fig	=	Number per Figure
HD/Fig	=	Hit Dice per Figure
OL	=	Open Locks
FT	=	Find Traps
RT	=	Remove Traps
PP	=	Pick Pockets
MS	=	Move Silently
CW	=	Climb Walls
HS	=	Hide in Shadows
HN	=	Hear Noise

This adventure begins in the town of Akesoli, a main trading port and commercial city on the shores of Lake Amsorak. Akesoli is the focus of all trade with the mysterious lands to the west, including Hule, the Savage Coast (see *X9, The Savage Coast*), and other points west and south. Adventurers are not unknown here; many pass through Akesoli after adventures in the west, or in the Wild Lands to the south (see *X6, Quagmire*). Akesoli is one of the most important cities of Darokin, thriving on all manner of business.

The Chase Flow Chart

The town of Akesoli (and, in fact, all of the towns and cities visited in this adventure) uses a special mapping technique, called a Chase Flow Chart. You can use the Chase Flow Chart to represent an entire city without having to construct a detailed map for it.

The Chase Flow Chart is made up of circles that show typical street intersections and circles that show Hazard locations. A Hazard is an obstacle or event that affects play. The circles are connected by arrows. A number is printed next to each arrow; these numbers represent the number of feet between the circles. The letters inside each circle represent buildings, landmarks, or other events; they may change from city to city.

Ten of the circles are numbered; these circles are starting places. Whenever a chase begins, or player characters are just walking through the streets, roll 1d10. Start in the circle that corresponds to the die roll.

The Location Chart lists some of the buildings that may be found in each circle. If the player characters want to locate a building that you have not already defined, first decide if such a building exists, then either choose a location or roll 1d10 to determine a random location for it. Characters can ask passers-by for directions, look for signs, go into shops and ask around, or otherwise explore until they find what they're looking for. Once the PCs have located something, it becomes fixed; make a note on the Locations Table so that whenever the PCs return to that location they find it again.

Only key shops and buildings are listed on the Locations Table. Residences are everywhere; the streets are clogged with people during the daytime. At night, parties of 4-8 guards patrol the streets, and fewer citizens are out. If the PCs attack the city guards, they attract the attention of the entire neighborhood. Within one turn, 20-80 reinforcements arrive. If necessary, civilians help them track down the PCs.

Some circles have the word "HAZARD" in them, and a "HAZARD" result is given for certain letters on the Location Chart. When the player characters wander into a Hazard Circle, roll for an encounter on the Hazard Table, given in this section.

Locations Table for Akesoli

A. Inn, General Store, Cobbler, Stable
B. Tailor, Fletcher, Moneylender, Armorer
C. Constable, Tax Collector, General Store
D. Mayor's Palace, Government Offices
E. Bowyer, Alchemist, Brickmaker, Carpenter
F. Grocer, Stonecutter, Barber, Florist
G. Perfumer, Dyer, Jeweler, Temple, Smith
H. Tanner, Food Store, Stable, Butcher
I. Inn, Stable, Winemaker, Goldsmith, Scribe
J. Candlemaker, Armorer, Temple, Lumber Mill
K. HAZARD, Residences, Tavern, Market
L. Tavern, Temple, Bellmaker, Beauty Shop
M. HAZARD, Residences, Butcher, Stable
N. Weaponsmith, Dairy, Glassblower, Jeweler
P. Butcher, Herbalist, Bakery, Hatmaker
Q. Docks, Shipwright, Chandler, Warehouses
R. HAZARD, Outdoor Bazaar, Puppet Show
S. Outdoor Market, Bazaar, Tavern
T. Inn, Stable, Magic Shop, Moneylender
U. Leatherworker, Alchemist, Potter
V. Clothmaker, Sailmaker, Candlemaker
W. Musical Instruments, Scribe, Illuminator
X. Fish Market, Wine Shop, Weaver, Tailor
Y. Blacksmith, Stables, Tavern
Z. Town Gates, Tax Collector, Moneylender

Hazards

When PCs wander into a Hazard Circle when they are simply exploring the town and are not involved in a chase or crisis, roll 1d4 and apply the result from the following table.

Hazard Table: Everyday Life

1. An 8th level thief attempts to pick the pockets of someone in the party. If the attempt succeeds, the victim loses one item of value, but does not miss it immediately. Wait until the victim tries to pay for something, for example, and then tell him that he has no cash. If the attempt is detected, the thief runs for it. If the thief is caught and turned over to the constabulary, the local officials pay a reward of 100 gp.
2. Someone in an upper-story window carelessly empties a bucket of garbage into a curbside gutter. A big bucket of waste from a second-story window lands on one of the PCs, drenching him or her head to toe. The dumper quickly ducks out of sight.
3. A cart overloaded with chickens in cages is being pulled down the street, and suddenly overturns. Approximately 400 chickens escape, flapping and squawking loudly. Peasants run out of the houses to grab chickens (free dinner!), dogs bark furiously, feathers fly everywhere. The PCs are at the center of all this chaos.
4. A wild dog (AC 7; HD 2 + 2; hp 10; MV 180′(60′); #AT 1 bite; D 2-12; Save F1; ML 8; AL N; XP 25) bites the ankle of one of the PCs. There is a 10% chance it is rabid. Rabies symptoms appear within 4 hours, consisting of high fever and delirium. If untreated, the disease kills within 48 hours. A *cure disease* spell will cure the rabies, but the victim is left weak (Strength and Constitution 1/2 normal) for 24 hours. After that period has passed, all abilities return to normal.

Pursuit Situations

If the PCs are fleeing or chasing someone, go back to the Chase Flow Chart. The distance between each circle is given in feet. Use the encounter speed (feet per round) for PCs and their opponents. Running speed is 3 times encounter speed.

First, determine in which direction the pursuit is going. Then determine which side is faster. Calculate the difference in speed between the two groups.

In each round of the chase, first figure out how far the party in the lead travels. Then use the difference in speed between the parties to find out if the chaser gains or loses ground in the chase. If the chaser catches up, run melee combat normally.

Each time the party in the lead reaches a circle that has a branching intersection, the fleeing party escapes its pursuers if the distance between the destination circle and the previous circle is less than the distance between the two parties.

The fleeing party may try to duck into a building or otherwise try to shake the pursuers. The base chance to succeed is 5% + 5% for every 10 feet between the leader and the pursuers. Roll the dice secretly for this roll. If the roll fails, the pursuers have spotted the fleeing party entering the building.

Market Day in Akesoli

> The hot, dusty streets of Akesoli are jammed with people from all levels of humanity. Hawkers of goods line the narrow, crooked streets, shouting out their pleas for buyers.
>
> The smells of city life are almost overwhelming—the stink of sweaty people and animals mixed with exotic spices from the strange lands to the west, the smell of the butcher shop mixed with the sweet odor of fresh bread hot from the baker's oven. Near the docks, the powerful odor of the huge fishmarket point the way to Lake Amsorak.
>
> The brushes you have had with death and the scars you carry seem to have given you an aura of mystery and power...people who have jostled and pushed their way through the noisy crowds politely move out of your way. A path through the crowds opens up before you as you walk, and closes behind you as the crowds crush in again. Vendors offer you a free taste of their wares and beg you to accept incredible bargains in their merchandise.

This is a typical business day in Akesoli—hot, crowded, and always conducted at the top of the lungs. Most areas of the city are similar. The PCs can wander about as they like, checking out the city. Everyone they meet is far too busy to talk to them. If the PCs want food, drink, news, or just peace and quiet, they will have to find an inn.

The Inn Crowd

Several inns are shown on the Location Chart. Whether the PCs are actually looking for an inn, or merely for the things an inn can provide, they find the Next Door Inn. It doesn't matter in which circle on the Chase Flow Chart the inn is located.

> The inn provides welcome relief from the heat and clamor. The innkeeper, Zeb, a burly man with a huge mustache, greets you heartily, as does the barmaid, Tracy, an attractive and very friendly serving wench. Looking around, you spot the regular customers and quickly pick up their names and habits from the background conversation—Dugald, a bearded, balding man with an incredible tolerance for drink, Geoffrey, a sweaty carpenter, Harald, a magician's apprentice, and Jon, an all-too-talkative scribe.

The Inn exists as a place to start the adventure and bring all the characters together. It is also a place where the PCs can find out where things are located in town or can hear rumors about the Desert Nomads. The PCs can learn that the nomads have been buying more horses and metal lately and haggled less than usual, travelers from the Sind Desert have been experiencing the worst weather in years, with particularly bad sandstorms, the nomads have been more arrogant and abusive when they come in to trade, and some people fear attack by the nomads, but the general opinion is that the nomads pose no serious danger—they argue among themselves too much to threaten others.

The PCs arrive in Akesoli several days before the Desert Nomads invade. They should have ample opportunity to buy any equipment or supplies they may be lacking, and to otherwise rest and recuperate from previous adventures. Once the PCs are completely equipped and outfitted, and have explored the town to their heart's content, the adventure begins.

The Invasion Begins

Running With the Inn Crowd

This event takes place one morning while the characters are having breakfast in the Next Door Inn.

> The kitchen door swings open with a clatter. Zeb the Innkeeper and Tracy the Barmaid enter carrying steaming platters laden with hot breakfast food—mounds of scrambled eggs, rashers of bacon, loaves of fresh bread, and mugs of strong coffee. People begin grabbing at the food as soon as they place the trays on the table.
>
> "Don't grab," says Tracy, the dark-haired serving wench, in her musical voice, "There's plenty more in the kitchen when this is done!"
>
> You and your fellows happily stuff yourselves in a long, leisurely breakfast. It is a pleasant change from the hardships of the adventuring life. And when you cannot find room for a single bite more, you relax with the fine cigars from Zeb's personal larder. It's going to be a lazy, sun-drenched day...
>
> In the distance, the din and roar of the town of Akesoli seems to be getting louder. A lot of people seem to be shouting in the streets. It's hard to make out their words, but it sounds like there's some sort of disturbance going on.

This is the beginning of the invasion. If the PCs don't immediately head out into the street, Geoffrey, the carpenter, bursts through the door, sweat pouring down his face, gasping for breath. "It's...an attack! The...nomads...they're invading Akesoli!" he gasps. "We've...got to get out of here!"

When the PCs first go out into the street, they are confronted with an incredible sight.

> The sun has dimmed and reddened strangely. As you step out into the street, you are greeted with an incredible sight! Overhead, a swirling red morass, like an aerial whirlpool, has appeared out of nowhere to cover the city, casting a sinister red pall over everything.

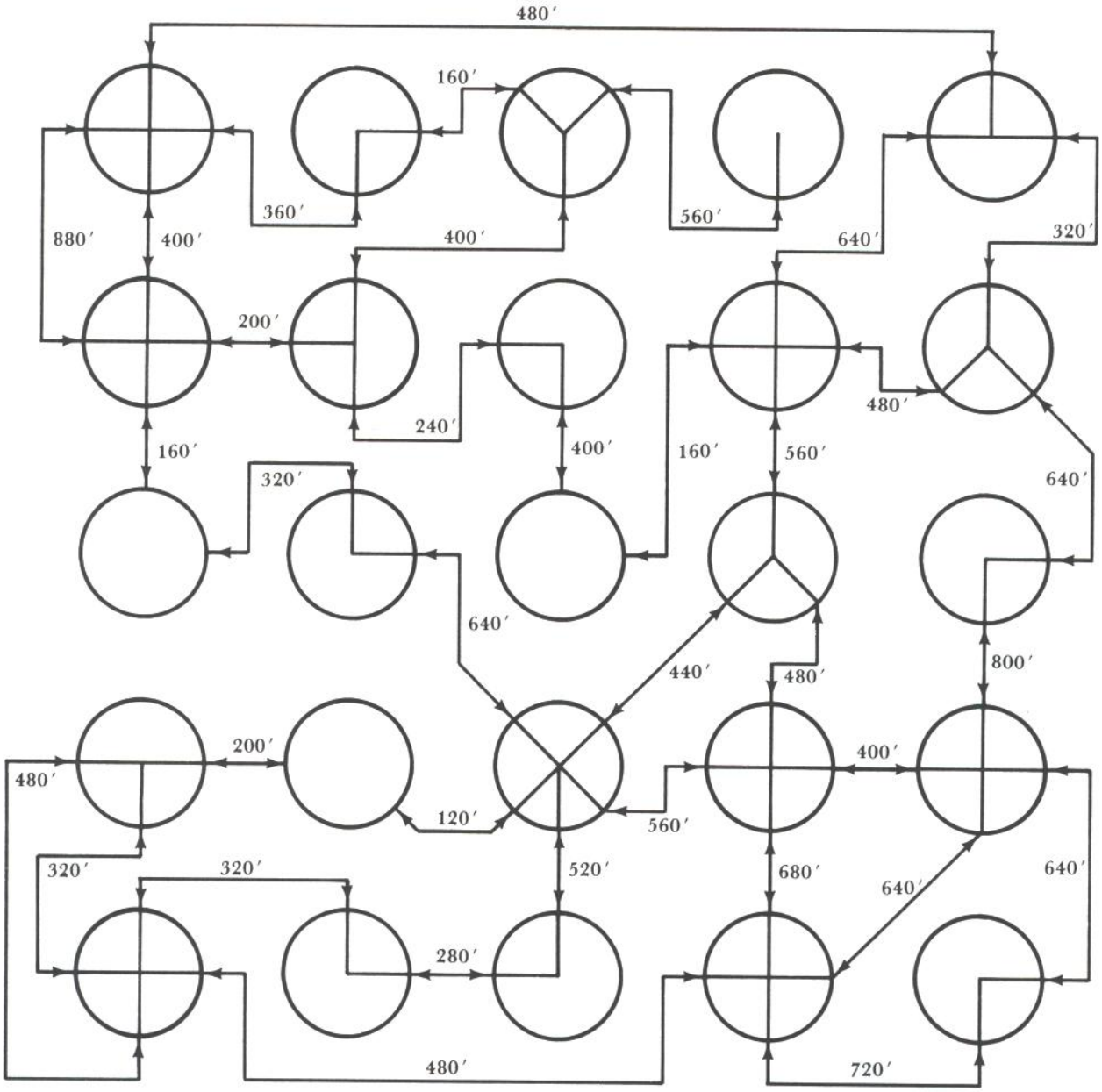
This is a magical swirling sandstorm, a strange creation of The Master's mysterious powers. It begins at a height of 30 feet and stretches to 700 feet. If the PCs try to fly into the cloud, they are buffeted by howling winds and stinging sand (3 hp/round automatic damage, no spell-casting or missile fire possible, if flying device requires concentration, must save vs. Spells each round or lose 10-40 feet of altitude) until they give up or reach the top of the storm. Above the storm waits another threat—The Master's airboats.

Four airboats patrol above the cloud. The airboats resemble sea-going longboats, complete with oars. Once the airboat commanders spot the flying PCs, they attack, always remaining above the storm unless they are destroyed. The airboats have a MV of 36″, and can change direction up to 180 degrees per Game Round. The airboats can travel at all three game altitudes (see BATTLESYSTEM™ game case [15.1]) and can land on the desert sands. Missile fire from the airboats is made at no penalty. The hit dice of an airboat is equal to the sum of the hit dice of its occupants plus 30 HD for the airboat hull itself. A Wound on an airboat means that only one-half of the archers on board can continue to fire. An airboat that is destroyed (2 Wounds or a Kill) crashes in flames. If the airboat lands on figures, those figures take 10 HD of damage per individual. The airboats do not carry bombs.

Akesoli In Torment

One regular division of the Desert Nomad army, augumented by some special troops from The Master's private force, the Legion of Doom, has invaded Akesoli. You can set up the wargame map at this time, placing a Desert Nomad division counter on the Akesoli hex, but it is not necessary to do so until the next chapter, in which the PCs become directly involved in running the forces of

Map 1 The Generic City Chase Flow Chart



Darokin and its allies. As stated in the Order of Battle section, the forces of the Desert Nomads get two free turns before the Darokin forces can get organized enough to move. The Desert Nomads must invade Akesoli on Turn 1.

The Desert Nomad forces are running wild and unrestrained through the city of Akesoli, terrorizing the peasants, looting shops and homes, and wreaking havoc and destruction wherever they go. As the PCs encounter small raiding parties of Nomads, they can either flee or fight. Regardless of their choice, more Nomads continue to arrive according to the following table. Every 10 melee rounds after the invasion begins, roll 1d6 and consult the following table.

Nomad Encounter Table

1. No Encounter
2. 10 goblin cavalry riding dire wolves (Goblins: AC 6; HD 1-1; hp 3 each; MV 120′ (40′); #AT 1 sword or 2 short bow; D 1-8 sword or 1-6 arrow; Save NM; ML 7; AL C; XP 5
   Dire Wolves: AC 6; HD 4+1; hp 20 each; MV 120′(40′)**; #AT 1 bite; D 2-8; Save F2; ML 8; AL N; XP 125)
3. 10 human cavalry riding warhorses (Humans: AC 6; HD 1; hp 4 each; MV 120′ (40′); #AT 1 sword or 2 short bow; D 1-8 sword or 1-6 arrow; Save F1; AL C; XP 10
   War Horses: AC 7; HD 3; hp 15 each; MV 120′ (40′)**; #AT 2 hooves; D 1-6/1-6; Save F2; ML 9; AL N; XP 125)
4. 10 bugbear infantry (Bugbears: AC 5; HD 3+1; hp 12 each; MV 90′(30′); #AT 1 spear; D 1-6; Save F3; ML 9; AL C; XP 75)
5. 2 Hill Giants (50%) or 2 Trolls (50%) (Hill Giants: AC 4; HD 8; hp 32, 30; MV 120′(40′); #AT 1 club; D 2-16; Save F8; ML 8; AL C; XP 650
   Trolls: AC 4; HD 6+3*; hp 27; MV 120′(40′); #AT 2 claws/1 bite; D 1-6/1-6/2-10; Save F6; ML 10(8); AL C; XP 650)
6. No Encounter

**When moving in a crowded city, mounts move at half their normal speed.

All encounters are cumulative, meaning that the forces opposing the PCs grows throughout this section. The reaction of all Desert Nomad invaders is immediately hostile. If the PCs disguise themselves as peasants, or use *invisibility* magic, they may be able to avoid combat (DM's discretion based on circumstances); otherwise, the invaders are particularly eager to attack anyone who looks like an armed fighter or spell caster. They chase the PCs if they flee the area.

The Streets of Akesoli

If the PCs head for a specific location, such as the town gate or the docks, check the Locations Chart to determine the location, or roll randomly to find the location if it is not listed on the chart. If the PCs are familiar with the area in which a chase is occurring, tell them at each intersection which way they should go. If they are not sure how to find the place they are looking for, have each of them them roll 1d20 against their Intelligence at each intersection. If the roll is equal to or less than their Intelligence, tell them the best route to take to reach their destination.

If the PCs or the NPCs enter a HAZARD circle during the chase, roll 1d6 and consult the following table. The PCs may be able to avoid some hazards by using magic.

Hazard Table: Pursuit!

1. Riot! Thousands of panicked citizens and invading troops have become embroiled in a huge, chaotic melee. Horses cannot enter the melee; persons on foot can move at the rate of 10′ per round. There is a 25% chance per round that pursuers will lose sight of the PCs' party.
2. Fire! Invaders have set a number of shops and houses on fire, and the blaze is quickly raging out of control. Smoke and random flame damage causes 1-4 points of damage to everyone in the circle each round. There is a 50% chance that PCs lose their pursuers.
3. Invaders! Roll three times on the Nomad Encounter Table and apply the results immediately. The invaders appear in front of the party, cutting off their advance.
4. Roadblock! The peasants have blocked the way with wagons, carts, pieces of wood, and furniture. People on foot or on horseback cannot get through and must return the way they came.
5. Juggernaut! A wood juggernaut (see the New Monsters section) is charging down the street directly at the PCs, as screaming refugees try frantically to get out of its path. Wood Juggernaut: AC 6; HD 25**; hp 125; MV 120′ (40′); #AT 1 crush; D 8-80; Save Special; ML 12; AL N; XP 6,500
6. Soldiers! Roll twice on the Nomad Encounter Table.

The Invaders' Plan

The Desert Nomad division is distributed through the town according to an attack pattern. Use the Desert Nomad Standard Division data on the inside cover of this booklet to determine what each company consists of.

1. Town Gate: The town gate is guarded by one company of bugbear infantry and one company of hill giant skirmishers. If the PCs escape through the town gate, they find themselves part of a long caravan of refugees. They can head around the lake to Akorros, go south and east to Darokin, go north and east to Corunglain, or go elsewhere. Their traveling companions suggest that they should head to one of the major cities of Darokin, where something might be done about this menace.

2. Streets of Akesoli: Two companies of goblin/dire wolf cavalry and one company of human regular cavalry are sweeping through the streets. They appear as shown on the Random Encounter Table.

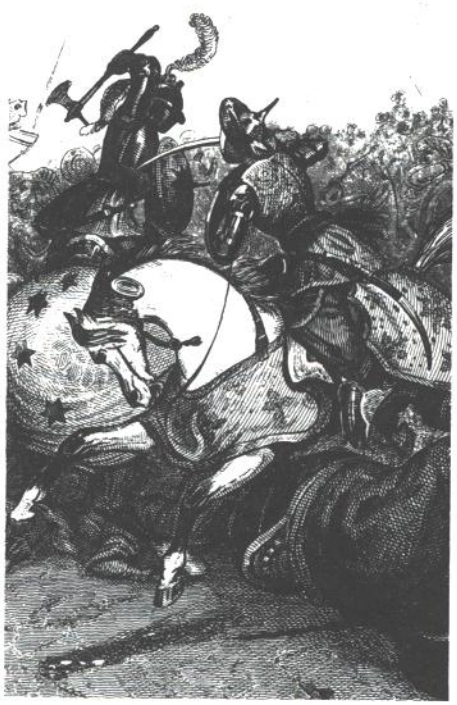
3. Docks: One company of human cavalry has attacked the dock area, trying to burn as many ships as possible. The docks are crowded with citizens trying to crowd into the various ships in the Akesoli harbor. The PCs can push through the crowd and get onto one of the last ships departing the doomed city, but the cavalry will try to obstruct any attempt to leave in this manner. If the PCs board a ship, it will take them to the city of Akorros, on the other side of Lake Amsorak.

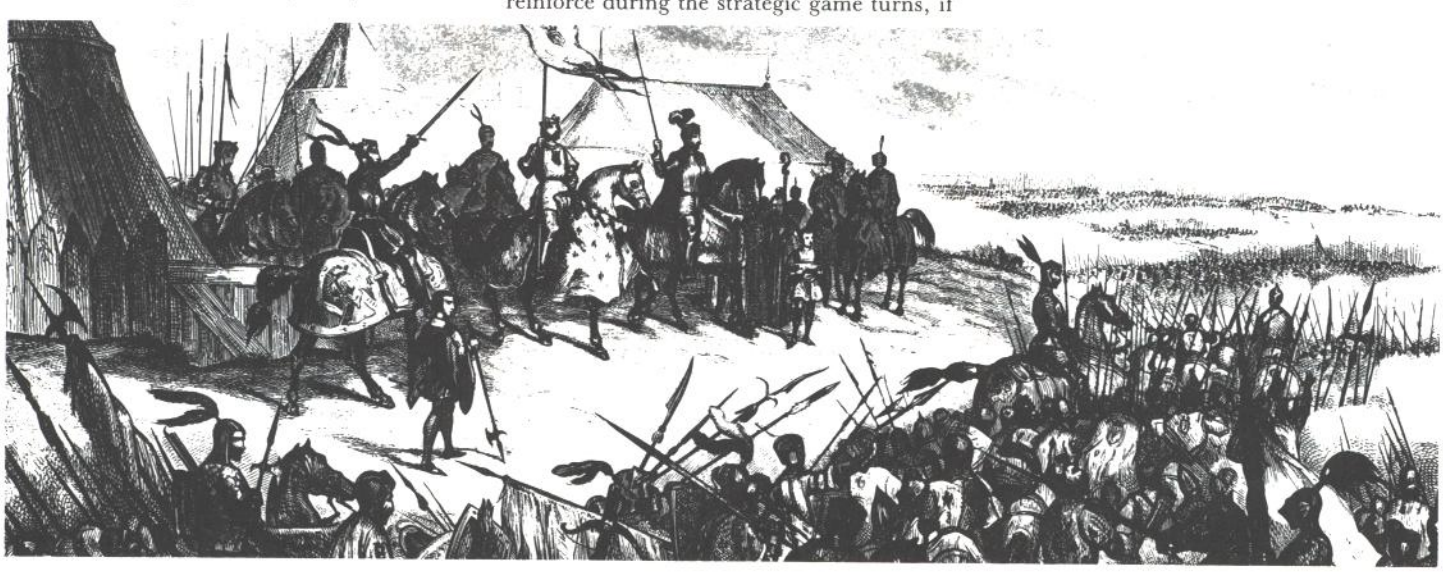
4. Command Post: The command post is just outside the town gates, occupied by the Division Commander and Deputy Commander, two stone giants, two juggernauts, and all remaining forces. The nomads have set up a temporary wooden stockade where resisting citizens can be imprisoned. If the PCs are captured, they are herded into it. The compound is simply a 100-foot-square area ringed with crude fencing and guarded by 160 bugbears. There are 500 normal human peasants inside the compound. Since security is so lax, any reasonable escape plan will succeed. If the peasants are rallied into a mob unit to attack the guards, the remaining hill giants and trolls attack until the morale of the peasants are broken. If the PCs are captured a second time, they are condemned to death by the Nomads. Allow 24 hours from the sentence of death until it is carried out, so that the PCs have a fair chance to escape.

Rallying the Populace

The PCs may try to rally the citizens into a defensive force to resist the invasion. Each member of the party can rally 10 x Charisma citizens, each 1st level. They act as a Mob in the BATTLESYSTEM™ game rules. If the PCs take this option, and build a fighting force, one company of City Watchmen (Regular unit, 200 1st level fighters armed with swords) joins them. It is difficult, but not impossible, for the PCs to defeat the invading force, since the individual units of the Nomad division are scattered throughout Akesoli.

If the PCs defeat the Nomad Division, they are hailed as great heroes by the peasantry, which they have certainly earned. However, other divisions of the Nomad army will attack until Akesoli is defeated. The players may move Darokin army counters to Akesoli to reinforce during the strategic game turns, if they desire. If the PCs remain in Akesoli, they can command divisions in a series of BATTLESYSTEM™ game battles. General Winter and Laran (mentioned in the next chapter) will arrive with the first reinforcing Darokin division, and the PCs will be offered the mission that continues this adventure.





THE REPUBLIC OF DAROKIN WANTS YOU!

In this part of the adventure, the player characters have the opportunity to assume a leading role in a coalition effort to destroy The Master of the Desert Nomads.

Leaving Akesoli

Begin this section with the encounter that corresponds to the PCs' chosen method for leaving Akesoli.

Escaping by Sea

> The docks are filled with screaming men, women, and children, desperate to crowd onto one of the cargo ships that fill the harbor. The sounds of fighting and destruction are everywhere as the Desert Nomads take control of the once-free city of Akesoli.
>
> Everywhere you see scenes of human tragedy— a woman passing her child forward so that it will be sure of a place on the boat; an old man huddled against a warehouse, giving up his chance for escape.

Here is an opportunity for you to show off your skills as a storyteller. Emphasize the panic and misery caused by the cruel attack of The Master's forces. If the PCs take specific action to deal with the situation (reuniting the woman and child, help the old man aboard, or otherwise using their skills and powers to save the citizens of Akesoli), they are spotted by a ship's officer, who offers them a place on the ship. He tells the PCs that their skills are needed to defend the ship and its passengers. If the PCs agree, read the following.

> As the crowded ship sets sail across the placid waters of Lake Amsorak, you can see smoke rise from the burning, conquered city. The evil sandstorm that heralded the attack still howls above Akesoli. Thousands of people are now homeless, and thousands more are captives of the strange invaders from the Sind Desert.
>
> The ship's captain says, "I never believed they'd attack, and I never thought they'd be this organized. Someone's got to be behind it all; those nomads didn't turn into a disciplined army all by themselves! It'll be a long time before any of us get back home."

If the PCs behaved heroically during the escape, give them an award of 500 experience points each.

Escaping Overland

If the PCs escape Akesoli through the town gates, they will first need to defeat the opposition there. Review the information in the previous chapter on the gate and command post guards. The opposition the PCs must face depends upon their preparations. Unless they are killed, the PCs become refugees. If they do not travel to any of the other cities of Darokin, see the section "Avoiding the Mission," later in this chapter.

> Behind you, a large and growing cloud of smoke marks the once-free city of Akesoli. You can see hundreds of people who escaped the city—people now fleeing for their lives. Everywhere there are scenes of pain and suffering—an old man and woman struggling to push a rickety cart piled high with their worldly belongings, a woman screaming because she has become separated from her husband and children.

If the PCs join the other refugees and try to alleviate some of their misery, award them 500 experience points each. They can organize a mob unit of 100 refugees, if they wish.

If your players are not familiar with the BATTLESYSTEM™ Rules, have an NPC suggest that the PCs organize and lead the refugees. The refugees will be attacked by a raiding party of 20-80 human and goblin cavalry. Use the BATTLESYSTEM™ rules to resolve such attacks. This minor attack will give your players a manageable introduction to the BATTLESYSTEM™ rules.

The Heroes of Akesoli

> Your efforts on Akesoli's behalf have made you public heroes, and the celebrations are still going on. With the Mayor's letters of introduction in your possession, you leave the city, remembering the Mayor's words, "Let the fires that took our city kindle the bright flames of retribution in our hearts! Our hatred will not be extinguished until this evil is no more! Remember Akesoli!

The Republic Readies For War

In the normal course of events, the PCs end up in Akorros, Darokin, Corunglain. The trip takes one week. For the purposes of this adventure, all three cities are identical.

Entering the City

> A town crier standing on a wooden platform is shouting as you enter the city square. "Hear the latest news of the invasion! Akesoli has fallen to the desert barbarians! All Darokin threatened! High Council institutes military conscription! All able-bodied men at least thirteen years of age must report to local conscription office! Press gangs now operating in all major cities! Cash bounties paid for trained soldiers and officer candidates! High Council predicts victory for free forces of Darokin!
>
> The streets are swelled with refugees, many of them you recognize from the long journey. The inns are crowded beyond capacity; even the stables are rented out. Many people are camping in the streets, holding all their worldly possessions in a small cart or bundled in their arms.

Because of the refugee situation, the inns are charging ten times the normal rate for accommodations and meals. Recruiting posters are everywhere. ("The High Council Wants You To Join The Legion!" "Join The Legion And Destroy The Desert Barbarians!" "Death To The Invaders! The Legion Needs Men!")

Treat this city as identical to Akesoli for the purposes of using the Chase Flow Chart. Use the Locations Table and Hazard Table 1 for the PCs' exploration of the city.

Joining the Darokin Legions

In several areas of the city (determine at random using the Chase Flow Chart) are recruiting offices. These consist of two tables in the middle of the street, with long lines of citizens trying to join and hopefully becoming officers (for the bounty of 500 gp). When the PCs reach the front of the line, the recruiting officer recognizes them as well-known heroes (if they have adventured in that part of the world before, and especially if they previously completed X4 and X5). Even if the PCs are not natives to the area, the officer recognizes the style of the professional adventurer. He asks the PCs to go inside the house behind the tables and talk to the officers there. The officers inside ask them questions about their previous adventures and then talk to them about a special mission (see "Mission Plenipotentiary" below). If the PCs agree, they are enrolled as officers. If the PCs show a letter of introduction, go directly to "Mission Plenipotentiary."

Press Gang!

The PCs encounter a press gang roaming the city, forcing men into the army. Check for a press gang encounter each time the PCs enter a new circle on the Chase Flow Chart; the chance is 1 in 6. A press gang consists of 20 5th level fighters (AC 4; HD 5; hp 25 each; #AT 1 sword; D 1-8; Save F5; ML 9; AL L; XP 150). They are escorting 6-36 prisoners (draftees) in chains, but are always willing to add a few more warm bodies. They challenge any able-bodied man they meet to volunteer to be drafted.

If the PCs have already enlisted, they have warrants that show them to be officers in the Darokin Legions, and the press gang will not bother them further.

If the PCs volunteer, the press gang escorts them to the nearest recruiting office, brings them to the head of the line, and watches them as they enlist. The recruiter spots them as powerful adventurers and urges them to accept the "Mission Plenipotentiary."

If the PCs do not volunteer, the press gang attacks and tries to capture the PCs. If the PCs flee, run the encounter as a chase using the Chase Flow Chart. Because the press gang is escorting prisoners, their movement is half normal (move of 60′(30′)). If the PCs fight back, run the encounter as a normal melee. Each turn (10 minutes), there is a 1 in 4 chance that another press gang, attracted by the commotion, will arrive and join in the battle to capture the PCs.

The PCs may decide to avoid the draft, not enlist, and avoid the war altogether. The town gate is always guarded by a press gang and an additional 40-160 1st level soldiers (AC 6; HD 1; hp 5 each; MV 120′(40′); #AT 1 sword; D 1-8; Save F1; ML 8; AL L; XP 10) who stop anyone who appears to be an able-bodied potential draftee. The PCs can disguise themselves to slip out of town, or they can try to leave by sneaking (or levitating) over the town wall, etc. Of the various destination cities they might reach, only Akorros has docks.

If the PCs become involved in a fight while trying to leave town, have someone recognize them and suggest that they might be interested in a special mission (see "Mission Plenipotentiary,"). If they escape without a fight and join the refugees, have someone recognize them anyway, and suggest that it might be worth their while to talk to Darokin officials about a special mission.

Mission Plenipotentiary

At the local military district headquarters, the PCs learn about Darokin's mysterious special mission.

> You are escorted down a long hall to a set of double doors. Two pikemen stand guard, and snap to attention as you approach. "These are the people General Winter wanted to see," your military escort says. The guards open the doors for you to pass in.
>
> One high window slit casts a beam of thin light into the room. Large tallow candles dripping with wax give the room a flickering, dim illumination. As your eyes adjust, you see a grizzled, gray-haired man wearing the insignia of a general in the Army of the Republic of Darokin, sitting at a desk. His steely eyes give you a piercing examination as you walk across the stone floor to the hard wooden chairs in front of his desk.
>
> "Are these the ones?" the general asks, turning to a robed man standing beside him. The robed man pushes the cowl back from from his face and looks at you with his calm blue eyes. "Yes, I believe they are," he says. The robed man speaks with a Glantrian accent.
>
> "I am Laran, aide to Prince Jherek of Glantri," says the robed man. "I am here to tell you of the part that you have in these great and terrible events."
>
> General Winter asks the party to be seated. "You are here at the urging of the Glantrians," he says without preliminary. "They have been predicting this invasion for several months, and their sorcery has found only one way to defeat the invaders— you."
>
> Laran continues, "The Master is in league with powers not of this world. We have learned that he has entered on the perilous path to immortality. The balance of forces is delicate. Glantri was not able to intervene directly, for fear of disturbing it too much. Our scryers and soothsayers have cast their spells, searching for the ones that could contend against him. The fates have chosen you."

If the PCs have earlier completed X4 and X5, Laran tells them that their earlier success marks them as The Master's true opponents. If your PCs have not played X4 and X5, choose some notable adventure from your own campaign as the sign the Glantrians were seeking.

> "The Master's emissaries are traveling to the courts of the Continent to negotiate with the various realms. He is telling the neighboring rulers that his only territorial ambition is Darokin, and that once he conquers Darokin he will live in peace forever with his neighbors. And although the other realms are suspicious, they are staying out of the war, hoping that The Master will stop with Darokin and spare their countries. No one wants war. Of course, we know that The Master is without honor. His promises are worthless, but it is hard to convince others of that...others who do not possess our powers and insight."
>
> "Our magic tells us that a party of brave heroes might be able to break the thrall of The Master's emissaries, and bring nations into the battle for freedom. And there is a prophecy that the same band of heroes, aided by volunteers from Darokin and its allies, can defeat The Master in open combat. We do not know how this might be accomplished, but our magic tells us that it is so, nonetheless."
>
> General Winter leans forward. "It comes down to this. We need you," he growls. "Will you do it?"

If the PCs accept, the Republic of Darokin will appoint each of them an Ambassador Plenipotentiary and Extraordinary of the Republic, with full power to make and sign treaties, conduct negotiations, and otherwise represent the Republic for the duration of the war, and will give each of them the rank of Colonel in the Army of Darokin. A unit of Darokin troops will be at their disposal (see the list of PC units on the inside cover) for the duration. General Winter points out that the Republic is taking this unusual step only at the strong recommendation of the Glantrians. He, himself, is suspicious, and would prefer to conduct the war by normal means. Laran and General Winter will both answer any questions they can, and offer any reasonable assistance that the PCs request.

If the PCs accept the mission and do not ask for a reward, the Republic will automatically give them each 50,000 gp and make their military rank permanent if they win the war. Also, they earn a 10% bonus to experience for volunteering without expectation of reward.

If they ask for a reward, the Republic starts with an offer of 20,000 gp apiece, and negotiates to a limit of 60,000 gp. The PCs do not get the 10% experience bonus in this case.

Laran suggests that the PCs begin their mission by traveling to Glantri.

Avoiding the Mission

If the PCs are offered the diplomatic mission and refuse it, Laran is deeply saddened and General Winter is contemptuous. He suggests that the cowards leave the Republic and never return. The PCs are allowed to leave town without obstruction, and can go wherever they like.

If this happens, set up the battle map, and play out the war week by week as the PCs go on other adventures or continue their lives however they wish. Because the PCs do not work to convert the allies to the cause of Darokin (see next chapter for details), the Darokin Legions do not receive reinforcements on a timely basis. The Master is likely to conquer Darokin, continuing his reign of terror.

The Master is afraid of only one thing: high-level adventurers who might defeat him (he, too, is aware of the Glantrian prophecies). So, in each country that he conquers, he uses his powers to find and kill all 5th level or higher characters. He does this by sending out assassins (fighters, magic-users, chaotic clerics, and thieves). Whenever the PCs show off their powers, bring large treasures into a town, or otherwise demonstrate their levels, trouble will follow. The fanatical dictatorship that The Master institutes in all conquered countries makes life very difficult for the PCs. They may end up getting killed, they may decide to flee the lands described in the D&D® Expert Set, or they may decide to try to fight The Master. To get back on track in the adventure, they will have to visit Glantri City, where they will meet Laran once again.

The war becomes a permanent part of the background of your campaign world. PCs can emigrate to Norwold (see the D&D® Companion Set and adventure *CM1, Test of the Warlords*, travel to the Savage Coast or other uncivilized lands, or go south to the Island of Dread. Thyatis closes its borders to immigration; Ierendi and the Minrothad Guilds likewise discourage new citizens (unless they are willing to pay a great deal of money).

If the PCs decide to go after The Master without help, they will have a difficult time. Play the war out week by week while the PCs travel to Sayr Ulan or to the camp of the Legion of Doom. Use the information about The Master's camp and his forces to set up the situation when the PCs try to destroy the menace of The Master.

In this chapter, the PCs embark upon a great quest to find allies for the beleaguered Republic of Darokin in the Second Nomad War. As the PCs travel to the great courts of the various countries in the D&D® Expert game world, the war continues to rage. The war is played out on the strategic wargame map.

It is up to the players how many of the countries of the world they visit. Although the PCs are capable of swaying countries to their side, each nation has its own objectives, and some will become allies and some enemies whether or not the PCs visit.

Following the section that describes the individual countries is a series of events and encounters that you may place as desired. These are optional except for the encounters leading to the discovery of the *Crystal Dagger of Cymorrak*. Of course, you should feel free to add in subplots, encounters, events, or side adventures as desired.

Conducting Diplomacy

When the war begins, only the Desert Nomads and the Republic of Darokin are involved in the conflict. All other countries are neutral, although most have sympathy for one side or the other. During the course of the war, some countries will enter on the side of the Nomads, some on the side of Darokin, and some will remain neutral.

As DM, you must make the final decision on how each nation will participate in the war. The following system can be used to quantify the circumstances that may affect the destiny of countries, but you can overrule the results in order to balance the game or make the adventure more exciting for your players.

Each realm has been assigned an Alliance Number. Countries with high Alliance Numbers are more sympathetic to Darokin; those with low Alliance Numbers are more sympathetic to the Nomads. The Alliance Number can be modified according to events and circumstances, such as invasion, diplomacy, alliances of neighbors, etc. Some countries have unique factors that can alter their Alliance Number; those factors are listed in the text where they occur. All countries are subject to the following Alliance Number modifiers.

Alliance Modifiers Table

+1	The PCs visit the nation to conduct diplomacy.
+1 to +3	The PCs are persuasive and effective diplomats (DM's judgment, but could include persuasive speeches, offers of military aid, etc.
-1 to -3	The PCs are offensive, start a fight, or steal during their visit.
+5	The Desert Nomads or their allies) have invaded the country.
-5	Darokin or its allies have invaded the country.
+2	If the PCs have previously adventured in that nation and earned a good reputation (rescuing a princess, slaying monsters, etc.)
-2	If the PCs have previously adventured in that nation and earned a bad reputation (stealing, barroom brawling, killing civilians, etc.)

Countries with a current Alliance Number of 4 or less become allies of the Desert Nomads; countries with a current Alliance Number of 11 or greater become allies of Darokin. All others are neutral. The current Alliance Number of a country can change throughout the adventure. Note that a country can change from allied to neutral, and in extreme cases might even switch from one side to the other. It is possible for a country to ally with the Nomads before the players realize it might do so.

If your players want to know how alliances are made, tell them that each country has its own Alliance Number, which can be changed by their actions or by the victories of the Nomad armies. Do not tell the players the current Alliance Number of the various countries or the number they must achieve to make an alliance.

Influencing Rulers with Magic

The PCs may attempt to influence events by using *charm person* on a king, or *ESP* to read a politician's mind, or use other magic as a substitute for diplomacy. Remember, however, that the civilizations of the D&D game world have lived with magic for a long time. If a simple *charm person* spell would work on a king, magic-users would long since have taken absolute control over the world. Rulers make sure that they are properly protected against that sort of magic. The method of protection varies from country to country: a special crown or badge of office might provide total immunity to *hold, charm*, and *ESP*, or instead might work as an *amulet of protection against magic*.

If the PCs attempt any spell short of a properly-worded *wish*, simply tell them that it did not work. Do not explain why; let them guess why the spell failed. The PCs trick will almost certainly be detected. Apply the "-2 bad reputation modifier" in this case; in addition, the offended ruler will refuse any other negotiations with the PCs.

Recruiting Units

When a country makes an alliance with Darokin or the Nomads, its forces become available for the war. In addition, certain countries provide "Allied Units" that the PCs can command personally. The inside cover lists the armies available to each country.

The PCs can get Allied Units even if they fail to make an alliance. If a country with an Allied Unit does not ally with Darokin but has a current Alliance Number of 10, there is a 50% chance that it will give the PCs the Allied Unit.

If the PCs travel with a unit, they use the unit's movement rate. Nations that are not allied with Darokin will not allow the units within 3 hexes of their capital cities. Nations allied with the Nomads treat the units as an enemy force, and consider themselves to be invaded if the units cross their boundaries.

If the PCs decide not to travel with their units, allow them to establish a rendezvous city where they can join their units when the PCs have completed their diplomacy.

The Realms of The Continent

To attempt diplomacy, the PCs must travel to the capital city of that country. Move the Character Party counter on the game map during the normal battle turn sequence.

Use the Chase Flow Chart to handle movement and activity in the cities the PCs visit. In Location D, substitute "Royal Palace" (or other residence, as appropriate) for "Mayor's Palace." If the city does not border on a river, lake, or ocean, change Location Q to read "Warehouses, Clothmaker, Scribe, Moneylender," and in Location V change "Sailmaker" to "Furniture Maker."

The Principalities of Glantri

Glantri is a magocracy; the princes and princesses who rule the state are all high-level magic-users. They live in Glantri City most of the time, though each ruler also has a castle hidden in some remote wilderness area. Actually, the rulers are more concerned with magical research than with ruling. Most decisions are left to the princely stewards and the various local councils of elders. The princes and princesses do not trust each other and live in a state of uneasy truce. In the face of invasion, however, they are quick to unite.

Three Glantrian princes serve on the High Council of State, which meets to handle situations beyond the powers of the stewards and elders. When the PCs arrive, the Council consists of Prince Jherek (chairman), Prince Jaggar, and Princess Carlotina. Laran,

Prince Jherek's steward, is secretary to the Council. All three council members are 18th level magic-users of high Intelligence and Charisma. The three represent the varying attitudes of the Glantrian rulers.

Prince Jherek is a long-faced man with a hawk nose and piercing eyes. He is already sympathetic to the cause of Darokin and would like Glantri to take a more active role in the war. He is convinced that The Master is a menace who must be stopped immediately. His magical researches produced the prophecy that adventurers were the best hope of defeating the threat posed by The Master.

Prince Jaggar is thin and bald, with a wispy white beard and a grandfatherly manner. He is a sharp and opinionated man who believes that magic-users are the only people worth respect. He is sure that The Master (a mere cleric) poses no direct threat to Glantri. Jaggar deigns to talk to any magic-user or elf PC, but no others. He wants Glantri to stay neutral and is unconcerned about Darokin's fate.

Princess Carlotina appears to be a young, flirtatious, and empty-headed princess, but she is intelligent, wise, and powerful. Although she is sympathetic to Darokin, she believes that neutrality is the best course for Glantri. Like Jaggar, she believes that the mages of Glantri can handle any threat.

Laran, who was introduced earlier, follows the lead of his prince in all matters.

When the PCs arrive, set up the situation and introduce the Council. Tell the PCs that they must try to persuade the Council to vote for war with The Master. The PCs can influence the vote by helping Jherek convince the others that Jherek's prophecy is valid, or by playing on Carlotina's sympathy for The Master's victims, or by performing a mission or quest for the Council (if the PCs are persuasive, the Council will agree that the quest can be performed after the war is over). Each quest is worth 1 to 3 points to the Alliance Number each, depending on difficulty.

The PCs may also seek a private audience with Prince Jherek. Jherek can be a major source of aid and information for the PCs. He cannot tell the PCs exactly how they can defeat The Master (revealing this information could invalidate the prophecy—the PCs must discover the secret on their own), but he can advise them on relations with other countries, or on any other matters that you, as DM, need to communicate to the players. Prince Jherek and Laran are both opportunities for the DM to pass needed information to the players, or to get them back on track if they get too confused.

Regardless of whether Glantri allies with Darokin, Prince Jherek assigns the Glantri Allied Unit to the PCs for the duration of the war. He strongly urges them to ask the countries they visit to contribute units to build an army for the PCs to command. This, he says, is part of the prophecy—that only a force made of soldiers from many countries can face the Nomads on the field of battle.

Glantri's Alliance Number. The initial Alliance Number of Glantri is 7. The following special factors apply in addition to the Alliance Modifiers given previously.

Glantri Alliance Modifiers

+1	Alfheim allies with Darokin
-1	Alfheim is neutral
-2	Alfheim allies with the Nomads
+1	For each country the Nomads have conquered (except Darokin)
+2	Darokin is conquered by the Nomads
+1 to +3	For each quest the PCs promise to perform

Atruaghin Clans

These grassy plateau, forest, and hilly regions are inhabited by herders, hunters, and fishermen who live in small villages. Their "capital city" is not actually a city, but a meeting area where, once a year, the clans gather for a great festival.

The Atruaghin Clans ignore, insofar as possible, the events of the outside world. They worship their own gods, keep their own customs, and are suspicious of strangers. All the villagers claim to be descended from the ancient hero Atruaghin. If threatened by war, they unite temporarily under an elected leader.

Place the Atruaghin counters randomly on the game map in the Atruaghin area. To try to win the clans over, the PCs must travel from one clan counter to another, spending valuable time in the process.

Each clan is headed by a Chief, who is a retired fighter, frequently blind, lame, or injured. Think of an Indian chief who has spent his life fighting for his tribe on the great plains of the American west. The clan shaman (a 6-8th level cleric) is also powerful in the affairs of the clan. These leaders, although not schooled in the ways of civilization, are intelligent and wise. They expect to be treated with respect, and expect the PCs to follow clan customs while present. Use American Indian customs as a guide to handling relations with the Atruaghin Clans.

The clan chief will ask the PCs to prove their worth by having a fighter PC face the clan champion in single combat. If a fighter accepts, the two will fight using no magic except magical armor and weapons. The fight will continue until one champion surrenders or is killed (the clan champion will automatically surrender if reduced to 8 hit points or less). If any other PC interferes, the PCs forfeit the match (the other clanspeople will not interfere).

Atruaghin Clan Champion: AC 2; hp 80; MV 120'(40'); #AT 1 *broadsword +3*; D 1-6/1-6 +5 (includes +2 strength bonus); Save F13; ML Special; AL L; XP 1,200

A PC who defeats an Atruaghin champion becomes an honorary clan member and will always be treated with respect and great hospitality by all Atruaghin clans.

Atruaghin Clan Alliance Number. The initial Alliance Number of any Atruaghin Clan is 7. The following special factors apply in addition to the Alliance Modifiers given previously.

Atruaghin Alliance Modifiers

+2	PC champion wins fair victory*
-2	PC champion loses or PCs cheat*
-2	PCs refuse challenge*

*Applies to each clan visited

If either side invades Atruaghin territory, all the clans immediately join the other side.

Each clan won over to the Darokin side is worth +1 toward winning over all the clans, and vice versa.

The Five Shires

This is the homeland of the halflings. The halflings are sedentary, modest people, who love peace and quiet and order in all things. The area is ruled by a council of five sheriffs; each controls a shire.

The Five Shires have long been allied with Darokin. The two countries share a democratic tradition, and have many interests in common. The halflings fear the Nomads, and believe that should Darokin fall, they would be next.

The five sheriffs (clan chiefs) form the Council of Sheriffs. Their names are Fosco, Saradas, Melilot, Holfast, and Madoc. They are all 8th level halflings. Four times a year, the sheriffs meet at a great feast and decide shirewide policy by a vote.

The peace of the Five Shires has been recently broken by a series of terrifying incidents. Ghostly creatures have appeared in the villages of the Shires each night during the last few weeks. Their touch drains the very life-force from their victims. Some vic-

tims have disappeared, and come back as undead to haunt their neighbors. The Council begs for the aid of the PCs.

That night, at the stroke of midnight, the strange ghostly creatures appear in the halfling capital. If the PCs are not already alert and standing guard, the unearthly noises and screams of halfling victims instantly awaken them. If they investigate, the PCs see the transparent shapes of men and halflings, pursuing their madly-fleeing victims through the darkened streets.

The ghostly creatures are spectres who have been sent by The Master to terrorize the halflings into submission. Only a few spectres were originally sent into the Five Shires, but they have slain a number of halflings who have, in turn, become spectres themselves. There are 12 spectres, 4 that were once humans and 8 that were once halflings.

Spectres (12): AC 2; HD 6**; hp 25 each; MV 150′(50′)/300′(100′) flying; #AT 1 touch; D 1-8 + double Energy Drain; Save F6; ML 11; AL C; XP 725 each

Once half of the spectres are destroyed, the rest take to the air and head for their lair. Because of their aerial movement rate, it is difficult for the PCs to follow them. If the spectres get 1,000 feet or more ahead of the pursuing PCs, they are lost to view, unless the PCs use magic to track them. If the PCs do not pursue, or if the spectres get away, the spectres return the next night, and each night until the PCs manage to find their lair.

The lair of the spectres is a forgotten, desecrated temple ruin approximately 10 miles from the halfling capital, in a gnarley wood. The temple is a modified Grecian-style building, consisting of one large (100′ × 100′) room. Columns on the front of the building flank large iron double doors intricately carved with cabalistic symbols. In the daylight, the spectres are dormant, but if attacked they wake up and fight without penalty. At night, 1-10 spectres are flitting around outside the building, making it impossible to sneak up on the temple by normal methods.

Inside the temple are 30 spectres, 6 of whom were once human, the rest halfling. The spectres fight to protect the temple, but will not pursue the PCs outside. A frontal attack by the PCs is obviously suicidal, but if they are careful and smart they can win. Tactics with a good chance of success usually involve attacking in the daylight to gain surprise, active use of magical spells and items to wear down the opposition, "hit and run" raids to kill a few spectres and then retreat, etc.

The temple contains the following treasure: 30,000 sp, 60,000 gp, 20 gems worth a total of 18,000 gp, a *sword +1, +3 vs. undead*, a scroll with a *restore* spell on it (this 7th level clerical spell will restore one full level of energy (experience) to any victim who last lost a level because of Energy Drain), a scroll of *protection from undead*, a *wand of magic detection*, a *bag of holding*, a *mirror of life trapping* (nothing within), and a *scarab of protection*. Remember, it's best to let the PCs discover the properties of the magic items they acquire— don't just tell the players what their characters have found.

One of the gems in this treasure hoard radiates magic very strongly. It is a piece of intricately-carved crystal in the shape of a dagger hilt. No methods available to the PCs short of a *wish* spell can reveal anything about the item. A *wish* spell reveals that this is a piece of the mysterious *Crystal Dagger of Cymorrak*, but what the *Crystal Dagger* does is unknown. The crystal hilt is worth 50,000 gp by itself.

Five Shires Alliance Number. The Alliance Number of the Five Shires is 8.

The following special factors apply in addition to the Alliance Modifiers given previously.

Five Shires Alliance Modifiers

+3	If PCs end spectre menace
+1	If Glantri allies with Darokin
+1	If Karameikos allies with Darokin

Grand Duchy of Karameikos

The duchy is a wild and unsettled land claimed by Duke Stefan Karameikos the Third. In reality, little of Karameikos is under the duke's control. Large areas are overrun by monsters and hostile humanoids. The two main settled areas are the coast near the city of Specularum and the Black Eagle Barony on the Gulf of Hulag. Ships leave Specularum daily for Ierendi and the Minrothad Guilds; ships also travel daily between Ierendi City and Minrothad City. The PCs can travel across water to these ports at their normal War Machine movement rate.

Although Duke Stefan has had friendly relations with the Republic of Darokin, his internal political problems far outweigh foreign policy considerations. Baron Ludwig "Black Eagle" von Hendriks, lord of the Black Eagle Barony, is an extremely cruel and unpopular man whose goal is to conquer the entire duchy and enslave its populace. Although the Black Eagle Barony is technically under the dominion of the Duke, the Baron runs his own lands without interference. The central town in the barony, Fort Doom is a forbidding place with dungeons that are rumored to be filled with those who have displeased the Baron.

The rivalry between the Duke and the Baron is of long standing. The agents of The Master have secretly been in touch with the Baron, and have promised to help him overthrow the Duke and take control of Karameikos, if he will in turn ally with The Master. The Baron was only too happy to agree, seeing a chance to finally destroy his hated cousin.

If the PCs originally came from the Duchy of Karameikos (as provided in the D&D® Expert Set), then they should be well aware of the political and military situation in the duchy, except for the recent secret alliance between the Baron and The Master. PCs from Karameikos should know all the information concerning the duchy in the Expert Rulebook. Their previous exploits might even include the original adventure in the D&D Basic Set, in which they confronted the evil magic-user Bargle, as well as adventures *B1, In Search of the Unknown, B2, The Keep on the Borderlands, B3, Palace of the Silver Princess, B6, The Veiled Society* (containing much information about the city of Specularum), or *BSOLO Lathan's Gold*. The latter two adventures may have brought the PCs into contact with Duke Stefan or Baron Ludwig. If so, you should shape the encounters in this section based on what has happened previously in your campaign. It is possible, for example, that the PCs have earned a bad reputation in the Duchy, and may have powerful enemies—possibly even the Duke. If so, now is the time for the PCs' past to catch up with them; their earlier misbehavior could lead to a major setback!

When the PCs arrive in Specularum, they are treated with the respect due their rank as Ambassadors Extraordinary and Plentipotentiary of the Republic of Darokin. It takes two days for them to get an audience with the Duke, because Baron Ludwig and his new "friends," the Nomad Ambassadors, have also demanded an audience. The Duke decides to hear both sides in a large council. The Audience Chamber is a large hall. The Duke, wearing costly robes and a crown, sits on a throne at the front of the room. Two guards with halberds flank the door. Another 20 guards can be summoned by the Duke in the unlikely event of trouble; the additional guards arrive in six rounds.

Duke's Guards: AC 5; F2; hp 12 each; MV 90′(30′); #AT 1 halberd; D 1-10; Save F2; ML 10; AL L; XP 20 each.

As DM, you must play the roles of the Duke, the Baron, and the emissaries of The Master.

The Duke is a gruff but honest man now in his 50s. The heavy burdens of his troubled realm have aged him, but it is clear that he once was a great fighter.

Duke Stefan Karameikos the Third: AC 6 *(ring of protection +1* and dexterity bonus); F15; hp 80; MV 120′(40′); #AT 1 *two-handed sword +3, detect evil*; D 1-10 + 5; Save F15; ML 12; AL L; S 16; I 14; W 15; D 16; Co 16; Ch 16; XP 1,500

The Baron is an oily and repulsive man who dresses entirely in black; even his armor is black. His arrogant sneer makes it clear he cannot be trusted. He is the archetypal villain, who graciously offers his victims fine brandy just before he lowers them in an alligator pit. If goaded, von Hendricks is liable to suddenly scream and rage, and then, just as suddenly, return to his unctious self.

Baron Ludwig "Black Eagle" von Hendriks: AC 1 (*plate mail armor +2*; F12, hp 72; MV 120′(40′); #AT 1 *sword +2, charm person*; D 1-8 + 4; Save F12; ML 10; AL C; S 17; I 15; W 9; D 14; Co 16; Ch 14; XP 1,200

The Emissaries of The Master are robed and cowled, their faces hidden by the dark shadows of their burnooses. They are quiet and menacing, but their words are peaceful. They will not fight or use magic while in the Duke's palace, except to defend themselves. With a slight hiss in their voices, they promise eternal peace and friendship and explain that Darokin is their only territorial demand. They hint gently that should the Duke not ally with The Master, he and his people will regret it.

Emissaries of The Master (2): AC 9; M8; hp 20; MV 120′(40′); #AT 1 *dagger + 2*; poisoned; D 1-4 +2; save vs. Poison or die; Save M8; ML 9; AL C; S 13; I 16; W 12; D 14; Co 13; Ch 9; Spells: *Charm person, protection from good, read magic, detect good, ESP, wizard lock, clairvoyance, protection from normal missiles, confusion, curse*, XP 1,200.

The poison on each emissary's dagger is only sufficient to poison one victim.

The Duke asks the PCs to present their case for alliance with Darokin, then allows the Baron and the Emissaries to present theirs. Role-play this encounter by primarily taking the part of the Baron and the Emissaries. The Duke listens neutrally to the cases of both sides. Then, playing the Duke, announce your decision. Consider the current Alliance Number of Karameikos, how well the PCs presented their case, the long-standing enmity between the Baron and the Duke, and what kind of reputation (if any) the PCs previously earned in Karameikos. If the current Alliance Number does not indicate an alliance with Darokin, the Duke announces that he is neutral in the Nomad War. The Duke will never ally with the Nomads. If Duke Stefan stays neutral, the Baron and the Emissaries take their leave politely, and return to plot further. If he declares for Darokin, the Baron throws a temper tantrum and threatens to destroy the Duke. In either case, once the Baron and the Emissaries have left, the Duke turns to the PCs and says:

> "It is as I feared. My cousin has joined forces with a powerful enemy, seeing at last his chance to take the throne. Come, gentlemen, we have much to discuss. Karameikos is about to be plunged into civil war, and I welcome all the allies I can get."

The Duke tells the PCs that he cannot trust his generals because he does not know which ones have fallen under the sway of the Black Eagle Baron. Even if the Duke has already decided to ally with Darokin, he cannot provide military forces while there is a strong internal menace; he asks the PCs to lead a campaign against the Baron while he mobilizes the rest of the army. If he is neutral, he offers to ally if the PCs help him defeat the Baron.

If the PCs accept the mission, they are put in command of the 6th and 7th Militia (all the Duke can mobilize on short notice) and the Duke's personal elite troop, the Elvenguard (480 2nd level elves wearing chainmail and carrying swords, able to cast *magic missile* x2). It takes 1 week for the Duke to mobilize these forces. If the PCs are accompanied by their personal forces, they can contribute these to the war effort. However, if they take casualties, you should record those casualties and deduct them from their troop strength later in the adventure.

The Baron commands the 13th Militia (he has managed to place officers loyal to him in command) and also has the 21st and 22nd Divisions of the Desert Nomads (place those counters in the Fort Doom hex of the wargame map), which were shipped in by sea to support him. In addition, the Baron is accompanied by his personal Court Sorcerer, Bargle the Infamous (familiar to all who completed the first adventure in the D&D Basic Set).

Bargle the Infamous: AC 0; M15; hp 30; MV 120′(40′); #AT1 *dagger +2, +3 vs. spell-casters*; D 1-4 +2 or —3; Save M15; ML 12; AL C; S 9; I 18; W 9; D 17; Co 10; Ch 15; XP 3,200

Spells:

Level 1: *charm person, magic missile* (x2), *shield, sleep*

Level 2: *detect invisible, invisibility, levitate, phantasmal force*

Level 3: *dispel magic, fire ball* (x2), *protection from normal missiles*

Level 4: *hallucinatory terrain, ice storm/wall, massmorph, wall of fire*

Level 5: *cloudkill, conjure elemental, wall of stone*

Level 6: *anti-magic shell, disintegrate*

Level 7: *power word stun** (*See appendix for description of this Companion Set spell)

Magic items:

Bracers of defense AC 2, dagger +2 (+3 vs. spell-casters), scroll of *protection from magic, ring of regeneration, drums of panic*

Use the detailed map of the Duchy of Karameikos in this chapter for the Civil War. Start the Duke's forces in the city of Specularum and the Baron's forces in Fort Doom. When maneuvering the forces, each unit can move 6 hexes per day on the detailed map. Whenever two units come within two hexes of each other, they have been sighted, and can join combat. For the purposes of this engagement only, more than one unit can occupy the same hex.

Figure that forces will join combat on a relatively clear battlefield. If there is terrain in the hex such as a river, place it between the opposing forces but place a bridge or a ford to allow the units to engage. Create BATTLESYSTEM™ game rosters for all forces in the battle, and set up each army using counters or miniature figures.

If the Baron is captured or killed, the Karameikos militia under his command surrenders. The Nomad divisions make a fighting retreat back to Fort Doom and try to escape by sea. Record all casualties suffered by forces in this engagement. If the Baron and his forces defeat the Duke's army, the Duke loses the Civil War. The Baron will do all in his power to capture and kill the PCs. When his forces enter the city of Specularum, the

Duke is captured and imprisoned, and the Baron immediately allies Karameikos with the Nomads.

If the PCs do not help the Duke, fight the Civil War on the strategic map using the War Machine rules. The PCs command the Duke's forces. The 6th Militia receives a +30 bonus to BR because of the presence of the Elvenguard. If the Duke loses the war, the Elvenguard disbands and flees the country, so the benefit is lost. The 13th militia receives a +10 bonus to BR because of the presence of the Baron and Bargle. That bonus is lost if the Baron is defeated.

Karameikos Alliance Number. Karameikos has an alliance Number of 7 to start. In addition to the normal modifiers, the following modifiers apply.

Karameikos Alliance Modifiers

+1 Duke defeats Baron without PC help
+1 Darokin is conquered by Nomads
+1 Five Shires are conquered by Nomads

Karameikos automatically allies with Darokin if the PCs help the Duke win the Karameikos Civil War.

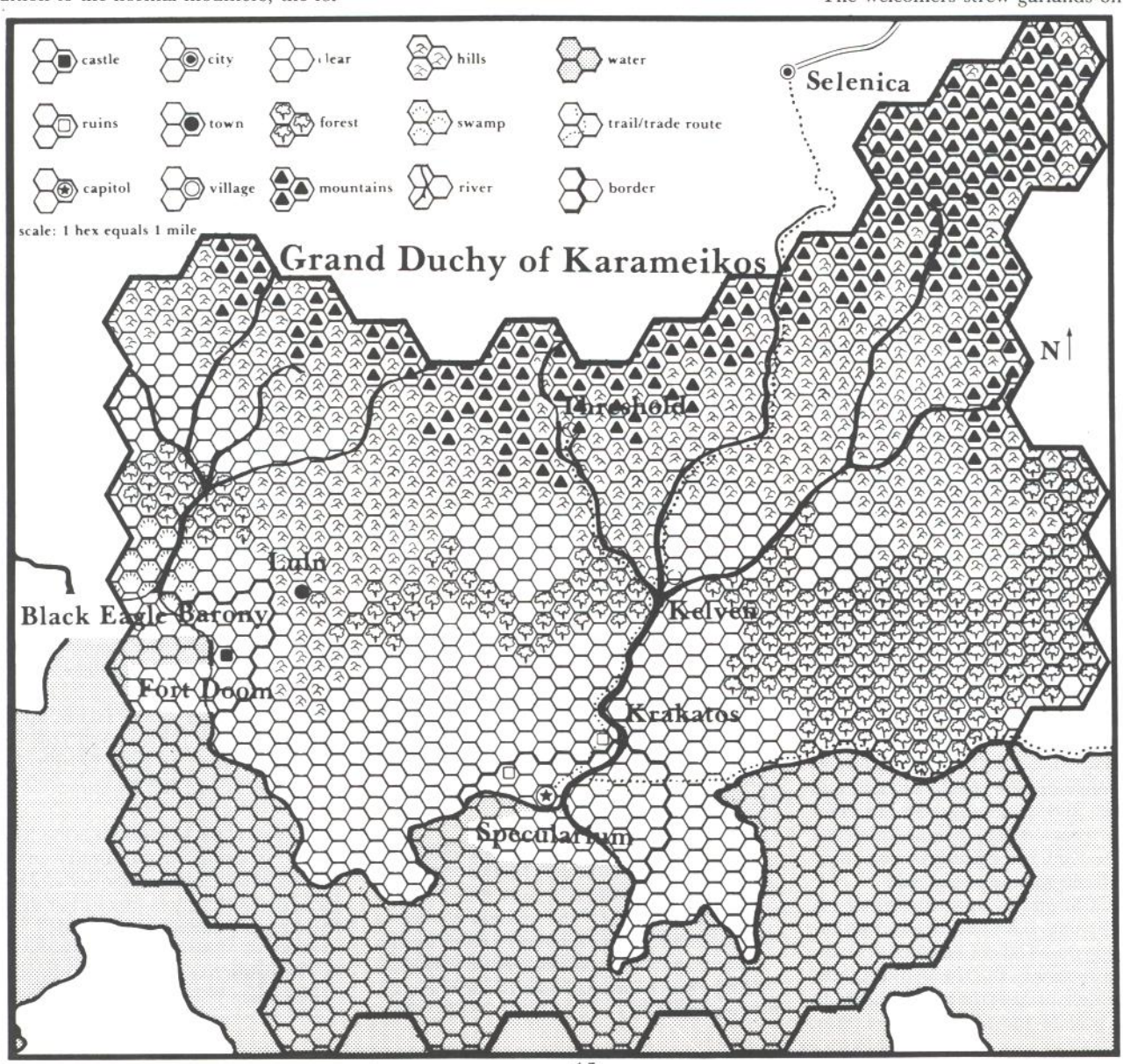
Karameikos automatically allies with the Nomads if Baron von Hendricks wins the Karameikos Civil War.

Kingdom of Ierendi

Ierendi is a wealthy country, and tends to avoid involvement with the political and military affairs of the mainland. Its wealth comes from trade and through sponsorship of adventuring parties. The PCs can easily travel between the mainland and Ierendi at the War Machine movement rate.

The custom of Ierendi is to give the titles of King and Queen to the greatest adventurers of the Kingdom; however, they are without true power and serve only as figureheads. Actual rule is held by certain aristocratic families (making Ierendi an oligarchy). Ierendi rewards successful adventurers with titles of nobility and other honors.

Because the PCs are noted adventurers, they are received in Ierendi with great honor. The welcomers strew garlands on the gang-



plank before them, and a golden chariot is sent to bring them to the Royal Palace.

The Royal Palace of Ierendi is a magnificent edifice made entirely out of gleaming coral, edged in gold and adorned with some of the most beautiful sculpture, stained glass, and other fine art that the wealth of Ierendi could buy.

The current monarchs of Ierendi are the elderly King Strongheart™ and Queen Mercion™, whose quest for the fabled Heartstone is legendary. Their court consists of other famous adventurers, their companions during many years of questing, including the dwarf Elkhorn™, and wizard Ringleron™, the elf Peralay™, and the halfling Figgen™, all of whom are now in retirement. These characters are based on the ADVANCED DUNGEONS & DRAGONS™ Action Toy Figures previously produced by LJN Toys, Ltd., and on the official ADVANCED DUNGEONS & DRAGONS™ Fantasy Adventure Figures produced by TSR, Inc. They are featured in *XL1, Quest for the Heartstone* and *AC1, Shady Dragon Inn*. No statistics for these characters are given here, since they are not involved in any of the action. Refer to XL1 and AC1 for more details. If you decide to use them in this adventure or in future adventures in Ierendi, they all reached Companion level and retired by the time King Strongheart and Queen Mercion ascended the throne.

The PCs can easily get an audience with King Strongheart and his court. The king is proud of his knowledge of great adventurers and their exploits, and as the PCs are introduced, he remarks on some notable deed each has done. Unfortunately, this reminds him or his own adventurers, about which he can talk endlessly. No sooner do the PCs begin to speak of the war in the north than King Strongheart interrupts to talk about his glory days as an adventurer. "Why, I used to be able to whip three evil clerics in a day, and not even work up a sweat!" he boasts, and then launches into a long, boring, and pointless story. Queen Mercion is no help; she is wrapped up in her knitting and looks up occasionally to say, "Yes, dear," as the king drones on. His companions are equally boastful and long-winded, and talking to them just compounds the problem. To handle this, you should make King Strongheart's boasting as tedious and exaggerated as you can.

There is a formal banquet hosted by the King that evening, in which all the adventurers (including the PCs) get a chance to boast.

The next morning, the Council of Lords, the actual ruling body of the island kingdom, request a private meeting with the PCs. Lords Meikros, Karibus, and Seilus currently make up the council. They are elderly, bearded men who do not flaunt their authority in public. Lord Seilus greets the PCs cordially, then gets abruptly down to business.

> "We have watched the war's progress with concern, and we sympathize with our neighbors in their plight. An alliance, however, is not so simple. Ierendi must first have proof of the valor of its allies."
>
> "On one of the outlying islands," Lord Meikros says, "a roc has built a nest. This horrid creature is a menace to shipping, because it favors canvas and rigging to build its nest. We sent soldiers to destroy its nest and scare it away, but the roc swooped down and carried off the commander, and the soldiers all ran away. We do not know if the commander is alive or dead. But I must know the truth, for he is my son Midges. Find him, or bring his remains back for proper burial, and we shall support your cause."

Roc's Roost

> The Council provides a ship to take you to the Roc's Island, a small crag jutting out of the sea. In the mist, they can see the cone of an ancient, dormant volcano. From this peak comes a piercing shriek—the call of the roc!
>
> The giant roc, far larger than an elephant, flies out from the mist surrounding the volcano and swoops down at the ship. Crewmen panic and dive overboard; screams and shouts fill the air.

Roc, Giant (1); AC 0; HD 36; hp 160; MV 60′(20′); flying 480′(160′); #AT 2 claws/1 bite; D 3-18/3-18/8-48; Save F36; ML 10 (12 in lair); AL L; XP 6,250.

The PCs have four rounds to act before the roc attacks. If the PCs cause more than 30 hp of damage to the roc, it shrieks and wheels off, heading for its lair. If the PCs pursue the roc, none of the sailors will land on the island. If necessary, the ship's captain will put the PCs ashore in a boat.

The island is rocky, small, and bare. The dormant volcano is the only feature of interest. Vegetation is sparse. A steamy mist obscures vision past 40 feet. The volcano is easy to climb; it takes about 2 hours to reach the top unless magical transportation is used. There is a 25% chance each half hour of one of the following:

Encounters Climbing The Volcano

1. The roc wheels out of the mist and swoops to attack. If it takes 40 points of damage, it flees. See the Swoop rules in the D&D Expert Rulebook, page 45, on damage and grabbing opponents. The roc will fly to its nest with any victim it catches.
2. Three flame salamanders (AC 2; HD 8; hp 40, 36, 32; MV 120′(40′); #AT 2 claws/1 bite; D 1-4/1-4/1-8; Save F8; AL N; XP 1,200) who live inside the volcano are enraged by the approaching PCs. The salamanders emerge from a crevasse and attack anyone climbing the volcano.
3. The party sees a small cave. If the PCs investigate, they will be attacked by six rhagodessae (AC 5; HD 4+2; hp 24, 20, 18, 18, 16, 14; MV 150′(50′); #AT 1 leg/1 bite; D 0 + suckers/2-16; Save F2; ML 9; AL N; XP 125) who have a nest within the cave. Within the cave is the corpse of an unwary adventurer. A *ring of invisibility*, a sword, a dagger, and a pouch with 400 gp are on the body.
4. The volcano sides become steep here, and climbers must use ropes and spikes to climb the next 200 feet. Each 50 feet, each PC must make a Dexterity check (roll 1d20; if result is greater than that character's Dexterity, the check fails). Failure means slipping down the volcano. If the PC is not roped and secured, he falls, suffering 1d6 damage per 10 feet fallen (maximum of 20d6 damage). If the PC is secured, he slips 10 feet and takes 1d4 damage from scrapes against the hard rock. Thieves can use their Climb Walls ability, checking every 50 feet, with identical results in case of failure.

If the PCs fly up to the top of the volcano, the roc sees them and attacks unless the PCs are *invisible*.

When the PCs reach the lip of the volcano, they see the roc's nest looming through the mist. The roc is there with her brood.

Rocs, Small (4): AC 4; HD 6; hp 25 each; MV 60′(20′), flying 480′(160′); #AT 2 claws/1 bite; D 2-5/2-5/2-12; Save F6; ML 8; AL L; XP 275 each.

The giant roc's senses are acute. Unless the party is using extraordinary or magical means of concealment, the roc sees them and attacks ferociously to protect her brood. The smaller rocs aid her in the battle.

> The battle has barely been joined in earnest when you hear soft, moaning voices

> far off in the mist. As the flight continues, the unseen voices become louder and more piteous.

If the PCs seek out the eerie voices, a hundred yards away they find seven battered and frightened humans who had been captured by the roc. Six are sailors snatched from various ships; the seventh is Midges, Lord Meikros' son. All are weak and in no condition to fight; when they heard fighting, they began shouting to get the PCs attention. The nest contains 4,000 gp, random gems and pieces of jewelry worth 7,000 gp, and a *wand of magic detection*.

If the PCs return with the captives, King Strongheart declares a day of celebration. The Council of Lords ensures that all Ierendi hears news of the heroic deeds; the friendship of Darokin and its allies becomes common talk in the capital. At the end of a long day of boring speeches, the PCs are treated to another banquet, where King Strongheart gives each of them a jewel-encrusted ceremonial weapon appropriate to each character's class. Each weapon is worth 500 gp.

IERENDI'S ALLIANCE NUMBER. Ierendi's starting Alliance Number is 6. In addition to the normal Alliance Modifiers, the following alliance Modifiers apply.

Ierendi Alliance Modifers

+1 For each of the following countries that allies with Darokin: the Minrothad Guilds, Karameikos, the Five Shires
-1 For each of the following countries that allies with the Nomads: the Minrothad Guilds, Karameikos, the Five Shires
+3 Rescuing Lord Meikros' son

Minrothad Guilds

The isle of Minrothad is divided into many small baronies. The baronies form trading guilds, each with its own plot of land. The government is run by the heads of the various trading guilds. The political arguments and dissention in the government is often vicious. The city of Minrothad is a neutral territory where guilds can meet and trade.

Minrothad is closely allied with Thyatis, but recent rumors suggest that all is not well between them (see *X7, War Rafts of Kron*). There is some truth to this. The alliance with Thyatis is seen as a practical necessity, because the huge Thyatis empire could easily crush the guilds. Minrothad is careful to ensure that its policies are acceptable to Thyatis and in the best interests of its larger neighbor.

The PCs can arrange a meeting with the Guild's Council to discuss a potential alliance. The Council is made up of 40 of the most powerful guild leaders and barons. It is torn with angry arguments, exchanges of insults, and general unruliness. When the PCs begin to speak about the menace of The Master, a fat, loud-voiced baron interrupts to accuse several colleagues of being traitorous stooges of The Master and trying to weaken Minrothad's defenses. This is enough to get the whole Council arguing, as the members accuse each other of responsibility for every disaster of the last ten years. The PCs are forgotten in the uproar.

If the PCs have had prior dealings in Minrothad, or if they ask around about the Council, they discover that the only way to get things done here is through bribery. The rival guild leaders and petty trading barons all welcome bribes, as long as the amount is 5,000 gp or higher. Any less is construed as an insult. If the PCs approach guild leaders and barons without offering bribes, the Minrothad leaders hint broadly that their favors are not free.

Since the PCs are in Minrothad, you can take this opportunity to run *X7, War Rafts of Kron* or *X8, Drums on Fire Mountain*, both of which begin in the Minrothad Guilds. The PCs can impress the Council by successfully completing these adventures.

Minrothad Alliance Number. Minrothad has a starting Alliance Number of 6. In addition to the normal Alliance Modifiers, the following apply.

Minrothad Alliance Modifiers

+1 For each 5 Council members bribed by the PCs
+2 If the PCs complete adventure X7
+2 If the PCs complete adventure X8

Empire of Thyatis

The city of Thyatis, capital of the empire, is an old, vast city built beside a large canal that separates the southern peninsula from the mainland, making the city a major trade center. In addition to the peninsula of Thyatis, the empire controls several large islands off the southern coast of the continent. The Thyatic culture is similar to that of the historical Byzantine Empire.

The Empire of Thyatis is an autocracy. The emperor holds absolute power, but his decisions must allow for the desires of powerful nobles and for the threat of mob violence over unfavorable laws.

Thincol the Brave is the current Emperor of Thyatis. He is a 36th level fighter who has been known on many occasions to be cruel and merciless. He does, however, possess a keen soldier's mind. Like many previous emperors, Thincol regards trickery, deceit, and bribery as weapons to be used against an enemy whenever possible.

As emissaries from a "minor" republic (as far as Thyatis is concerned), the PCs are kept waiting for one week (a full battle turn) in the city of Thyatis before they can get an audience with Emperor Thincol. They may bribe lower officials with a minimum of 5,000 gp in order to get an immediate audience with the emperor.

Emperor Thincol is a shrewd man and a hard bargainer. When role-playing negotiations with this character, play the emperor as a tough, cunning man who expects to get his own way in everything. He is blunt and to the point in his speech.

If the PCs fail to form an alliance with Thyatis, the emperor will sit out the Nomad War until one side or another is nearly defeated, then join the winning side to grab some territory. He is concerned about the Emirate of Ylarum to the north, feeling that it poses some danger.

As detailed in *CM1, Test of the Warlords* (the first adventure for the D&D® Companion Set, which can be set immediately following this one), Thyatis is struggling with the ancient empire of Alphatia for power in the newly-settled region of Norwold. The continuing struggles with Alphatia occupy most of the military resources of Thyatis.

If you plan to go on to adventure *CM1, Test of the Warlords* after completing this adventure, Emperor Thincol offers the following suggestion:

> "You need help, eh? And I need allies...friends, shall we say...that are sympathetic to me and not to Alphatia. Our friends to the east have laid claim to Norwold, the new lands to the north. They have even installed a puppet king, Ericall, to rule there. I have not consented to this, and I will have revenge.
>
> "Soon, King Ericall will offer dominions to those who will accept his rule. If I help your cause, you must go to Norwold once the war has ended, and claim a dominion. Spy for me, and when the inevitable war breaks out, fight on my side.
>
> "That is the price for my cooperation."

If the PCs accept this offer, when you go on to CM1, Emperor Thincol's agents will periodically request information, and, in the final battle in that adventure, the emperor will

expect the PCs to fight alongside Thyatis. If they do, they incur the permanent enmity of the Alphatians. If they double-cross Thincol, the emperor will neither forgive nor forget. Thyatis will send assassins, raiding forces, or possibly even an army against the PCs. This can become the focus for many exciting battles in your campaign.

Thyatis' Alliance Number. The starting Alliance Number of Thyatis is 5. In addition to the usual Alliance Modifiers, the following apply.

Thyatis Alliance Modifiers

+3 If Ylarum joins the Nomads
-3 If Ylarum joins Darokin

If you intend to play adventure CM1 later, Thyatis will automatically ally with Darokin if the PCs agree to be Emperor Thincol's agents in Norwold.

Emirate of Ylarum

Ylarum is located at the largest oasis in the Alasiyan desert. It is the center of caravan routes crossing from north to south and from east to west, and is controlled by the Emir of Ylarum and his royal family. The culture is similar to that of the Arabic desert states or the Central Asian city-states of Palmyra, Damascus, and Samarkand. Because the peoples and culture of Ylarum are so similar to that of the Desert Nomads, there is a basic sympathy between the two nations, unlike the usual Ylari hostility to outsiders.

The current Emir of Ylarum is Ali Ben Faisal, a fat and rather stupid man who believes that those who live in the hot desert are tougher and more noble than those who live in the soft, effete civilized lands. Emir Ali Ben Faisal strongly favors The Master and is ready for war with the infidels, but has no real sense of the potential cost of the conflict. He sees only the chance for glory, and the opportunity to go down in Ylar history as Emir Ali Ben Faisal the Great. (If Ylarum loses the war, he will actually be remembered as Emir Ali Ben Faisal the Foolish.)

Other members of his court, notably his Grand Vizier, Osman Ben Alyoob, would prefer keeping Ylarum neutral. Once the various sides have battered each other in a long war, perhaps Ylarum will be able to gain some additional territory. However, if the Nomads' victory seems certain, even the Grand Vizier will be in favor of joining the conflict.

The Nomad Ambassadors are at the Emir's court when the PCs arrive. An alliance with Ylarum is critical to The Master's plans. He needs the additional armies to split the eastern countries and completely isolate Darokin. Accordingly, his emissaries will stop at nothing to keep the Emir on their side, and to discredit the Darokin ambassadors.

The Emir permits the Master's ambassadors to attend any audience the PCs arrange. The ambassadors ridicule the PCs and their proposals.

> "Show these lying dogs justice, great Emir! It is known to all that foul Darokin provoked The Master's wrath. The defeats of this wretched republic are a just punishment. The star of victory shines upon The Master and his invincible host. Those who join him bask in the light of his glory. The darkness of death will claim his enemies."

On the day the PCs arrive in Ylarum, the Emir holds a feast in their honor. The Master's ambassadors have prepared a surprise for them. They have secretly bribed the Emir's cooks to add a mild poison to the PCs' food. During the meal, each PC must make a successful saving throw vs. Poison to avoid becoming nauseated. If a PC is sick during the feast, the Emir is shocked by this insult to his hospitality and the nomad ambassadors are openly contemptuous of a PC who cannot hold his dinner. The poison has no other effects.

Visitors in the Night

> The night of the feast, you are given an opulent bedchamber. Silken sheets cover the beds, and priceless embroidered rugs spread across the floor. As the time for sleep approaches, you brood over the easy success of the nomad ambassadors.

Unless the players specifically tell you that they are taking precautions for the night, assume that when the PCs go to bed no PC is wearing armor, and that their weapons and magic items (unless normally worn) are not instantly at hand.

At midnight three Nomads using a *ring of invisibility* attempt to silently enter the room.

Thieves (3): AC 2 (*bracers of defense AC 2*); T13; hp 31, 28, 26; MV 120'(40'); #AT 1 *dagger +2 poisoned*; D 1-4 +2 + poison (save vs. Poison or die); Save T13; ML 9; AL C; OL 94%; RT 81%; PP 95%; MS 86%; CW 99%; HS 74%; HN 81%; XP 1,300 each. Each thief has a *ring of invisibility* and a scroll with a *knock* spell. The poison on each thief's dagger is only sufficient to affect one victim.

The thieves attempt to enter while invisible, using their skills and spells to open the door silently. They have two tasks: to secretly slip the Emir's royal medallion of office into the bundled clothes of one of the PCs (choose at random), and to steal any pieces of the *Crystal Dagger of Cymorrak* the PCs may have recovered.

If all PCs are asleep, they may wake up if the thieves fail their Move Silently rolls; each PC can make a saving throw vs. Paralysis to try to wake up. Any PC who wakes can automatically rouse the others; the PCs are considered surprised.

If the PCs are on guard, or if the PCs wake up when the thieves sneak into the tent, the thieves use their *invisibility* to gain a surprise attack. When they are revealed, they hiss:

> "Where is the *Crystal Dagger of Cymorrak*? Give it to us, or die like heathen dogs!"

If no other PCs are awake, they awaken instantly when this occurs.

At this point, the PCs may not know of the existence of the *Crystal Dagger*, but they cannot convince the thieves of this fact. They can bargain with the thieves, or attack. The thieves each have a poison-filled tooth; if they are in danger of being captured, they try to kill themselves by biting the tooth and releasing the poison, then die.

The thieves are unwilling to give the PCs any information, but they know the following:

1. The goal of the medallion-theft was to plant the medallion in such a way as to suggest that the PCs stole it, thus discrediting them in the eyes of the Emir.
2. The theft was planned by an agent of The Master in Ylarum. The agent contacted them; they do not know his name or where he lives.
3. The *Crystal Dagger* is dangerous to The Master, but they do not know why or how.
4. The pieces of the *Crystal Dagger* are scattered in treasure hoards in the civilized lands. The crystal hilt is in the Five Shires and the dagger blade is in Alfheim. The location of the third piece the *Soul Gem* is unknown. They do not know how to assemble the pieces.

If the PCs can prove to the Emir that this

theft was committed by the Nomads, the Nomad Ambassadors are expelled from Ylarum and forbidden to return, on pain of death.

Ylarum Alliance Number. The starting Alliance Number of Ylarum is 5. In addition to the usual Alliance Modifiers, the following modifiers apply:

Ylarum Alliance Modifiers

- -1 For each of the following countries that allies with Darokin: Thyatis, Soderford, Alfheim, Karameikos
- -1 For each city conquered by the Nomads
- -1 For each PC who becomes nauseated at the Emir's feast
- -3 If the Nomads successfully frame the PCs for stealing the Emir's medallion
- +3 If the PCs prove the Nomad's responsibility for the theft

Kingdom of Vestland, Kingdom of Ostland, and the Soderfjord Jarldoms

Each of these northeastern states is composed of many petty "kingdoms" that are loosely united under one ruler. In Vestland and Ostland, the underchiefs are called "kings"; in Soderfjord, they are known as "jarls" (pronounced "yarls"). Although these three countries are all described in a single section, the PCs must visit each one separately to gain each as an ally.

The people of these kingdoms value individualism, physical strength, and prowess in combat above all else. They live by fishing and by occasional raids on nearby coastal villages. Besides being fierce warriors, these people are explorers without equal, ranging far and wide in their wooden longships. Their culture resembles that of the Vikings.

Two special encounters are provided for these three countries. They can be used in any order you desire. Successfully completing each encounter adds 1 to the Alliance Number of that country, in addition to any other modifiers given. For the third court, you can simply have the PCs present their case, or you can use one of the encounters in the next section of this chapter.

The Trial of Combat

When the PCs arrive at the court of the king (or jarl), the Nomad Ambassadors are already there. The PCs present their case, then the Nomads (the DM) present theirs. The Emissaries of The Master wear burnooses. They speak in quiet but menacing tones, and there is a slight hiss in their voices. They promise the eternal friendship of The Master to those who ally, and suggest that the gods of the desert will utterly destroy those who resist The Master's divine mission.

After listening to both sides, the king (or jarl), whose name is Gustav, makes his decision. Gustav is a grizzled, elderly man, the marks of many years of hard campaigning on him. He believes that the best way to find the truth is through the ancient custom of Trial by Combat. He invites the PCs to select one of their number, and the Nomads to select one of theirs, in a combat to the death. If the PCs agree, the king asks the Nomads to choose their champion, and to specify whether they wish to use magic in the battle.

The Nomads select Al-Aharazed the Arcane, a mighty wizard, as their champion.

Al-Aharazed the Arcane (14th level magic-user): AC 2; M14; hp 25; MV 120′(40′); #AT 1 *dagger +2*; D 1-4 +2; Save M14; ML 12; AL C; XP 3,200
Carries *bracers of defense AC 2, staff of wizardry.*

Spells:

Level 1: *charm person, magic missile* (x2), *shield*

Level 2: *invisibility, levitate, phantasmal force, web*

Level 3: *dispel magic, fire ball, lightning bolt, protection from normal missiles*

Level 4: *confusion, dimension door, ice storm, polymorph others*

Level 5: *cloudkill, conjure elemental, magic jar*

Level 6: *anti-magic spell, death spell*

The arena for combat is a great open field outside the castle. Each participant may cast as many spells on himself as desired prior to the battle. Al-Aharazed casts all his defensive and protective spells on himself. To begin, Al-Aharazed tries his *death spell.* If that fails, he starts by using his high-powered, potentially fatal spells first. If he is about to be killed, he casts *phantasmal force* on himself and then casts *invisibility* to escape the field. By fleeing, he forfeits the trial.

When one of the combatants dies or flees, the battle is over. All the magical possessions of the loser go to the winner. The friends of the loser may take the body, and raise it from the dead if desired.

If the Nomads lose, they immediately protest to the king, claiming that their opponents cheated. Unless the PCs actually did cheat (another PC interfering in the contest, for example), and the Nomads can prove it, this dishonorable behavior results in the rest of the Nomads being exiled from the kingdom. If the PCs cheat, and this can be proven, the PCs are exiled in disgrace and forbidden on pain of death to ever enter the country again. The banishment continues even after the end of this adventure. In addition, the Alliance Number of the kingdom drops by 2.

Dueling Flagons

The king (or jarl) of this country is named Olaf. He is a fat, jolly bearded man with a deep, booming laugh. When the PCs arrive, Olaf is throwing a huge banquet. The hall is filled with long wooden tables, each occupied by laughing, drinking warriors. Serving wenches carrying huge platters of roasted boar meat wend their way through the crowds. Dogs roam the dirt floor, growling and gnawing on bones and scraps. Huge pitchers of mead are being emptied just as fast as the wenches can fill them.

It is difficult for the PCs to get a word in edgewise when they meet King Olaf, because he thrusts a joint of meat and a pitcher of mead into their hands as soon as they enter the great hall. "Eat, drink, be merry!" he booms. If the PCs persist, they can tell him why they have come. Olaf laughs deeply, and says, "I shall grant no man's desires if he does not prove himself in my court. Harald! Come forward!" A large, beefy man with a huge bushy beard appears.

"If you can out-drink Harald," King Olaf says, "then you will have proven yourselves worthy of our friendship."

This drinking contest should be resolved with dice, not role-playing. You should add as much flavor to the following procedure as you can, in the tradition of the Norsemen. Remember Thor's attempts to drain the mead horn of the giants, and similar stories throughout history and mythology.

The character with the strongest Constitution should represent the PCs in the drinking contest. Take the PC's Constitution score, add 3 if the character has been previously role-played as a heavy drinker, and add 2 more if the character has been previously defined as fat. Harald has a modified Constitution score of 19.

A character can drink up to one-third of this modified Constitution score (rounded up) in flagons of mead with no effect. With the next drink, he becomes Slightly Intoxicated. For each additional drink, each character must roll the modified Constitution score or less on 1d20 (a 20 always fails). If a check fails, the character becomes Moderately Intoxicated, and the modified Constitution score drops by 4. Keep checking for each drink. With the next failure, the character becomes Greatly Intoxicated, and the modified Constitution score drops by 4 again. With the next failure, the character becomes unconscious. The first character to

become unconscious loses the contest. It takes two hours to recover from each stage of intoxication.

A character who wins a drinking contest becomes greatly respected at this court. A character who tries valiantly but still loses is the butt of jokes, but is still respected for his effort. Failure to accept the challenge is regarded as cowardly, and the PCs are considered not worthy of respect or attention.

Soderford, Ostland, Vestland Alliance Number. Each of these countries has a starting Alliance Number of 7. For each of these countries to ally with Darokin, the Alliance Number of the others rises by 2. If the PCs saved the Duke in adventure *X3, Curse of Xanathon*, the Alliance Number of the Kingdom of Vestland rises by 2, and the PCs are well known and favored by the King of Vestland.

Ethengar Khanate

The Ethengar are nomadic herders of horses, cattle, and goats. They are divided into small family clans. The clans usually raid and quarrel with each other, but a powerful leader (khan) occasionally emerges to unite the entire Ethengar people into a strong "nation." However, once a khan dies, there is rarely an heir strong enough to hold the Ethengar together. Their nation then breaks apart, and the family clans begin warring with each other once more. Their culture is similar to the horsemen of the central Asian steppes (Huns, Mongols, Magyars, Turks).

The nomadic Ethengar are much more sympathetic to the Desert Nomads than to the effete civilized snobs of Darokin. The Nomads, seeking to exploit this, have put their support behind Chanai, a great warrior who seeks to become Khan of All the Ethengar.

Chanai: AC 3 (chain mail + Dexterity bonus); F14; hp 80; MV 120′(40′); #AT 1 *two-handed sword +2*; D 1-10 + 5 (strength bonus); Save F14; ML 10; AL L; S 18; I 12; W 13; D 16; Co 18; Ch 17; XP 1,600

Chanai has been sending messengers to invite the Ethengar to join him and to spread Ethengar rule throughout the continent. He is currently encamped in his "capital city" (actually a collection of grubby tents) with a personal guard of 240 3rd level Ethengar fighters. He is always accompanied by his Nomad "advisors."

Nomad "Advisors" (3): AC 6; hp 24; MV 120′(40′); #AT 1 *mace +1*; D 1-6 + 1; Save C8; ML 8; AL L; S 12; I 14; W 16; D 12; Co 14; Ch 15; spells *detect good, protection from good, fear, blight, hold person, know alignment, continual darkness, speak with the dead, dispel magic*; XP 1,200 each

Chanai is a charismatic but foolhardy man. If the PCs approach him concerning an alliance with Darokin, he spits on the ground and begins to rail about how disgusting the civilized lands are, while scratching himself. His Nomad advisors are always by his side, and they suggest strongly that he exile, imprison, or kill the emissaries of Darokin. This pushes Chanai a little too far, and he challenges any one of the PC fighters to a fight to determine how much respect their request should get.

If the PCs should refuse, Chanai orders them out of his presence as cowards, then orders his bodyguard to hunt them down and kill them like animals. The PCs must fight all 240 members of the bodyguard or flee across the border.

A Royal Duel

If the PCs agree to his terms, Chanai orders his bodyguard to form a large square, and fights whichever PC is chosen by the party. Neither may use magic other than weapons with normal plusses to hit, or else forfeit the match as cheaters. The fight is to the death.

If Chanai wins, he allows the PCs to take the body away, but keeps the PC champion's weapon as a trophy.

If Chanai is about to lose, one of the Nomad clerics casts a *hold person* spell on his opponent to give Chanai a free blow. If the spell succeeds, and if the PCs accuse the Nomads of cheating, Chanai realizes the truth. Deeply shamed, Chanai orders the Nomads from his village, and treats the PCs royally from then on.

If Chanai dies in the battle, the bodyguards become extremely silent. The leading bodyguard tells the PCs that they must leave, albeit with honor, so that they can bury Chanai. If the PCs raise Chanai from the dead, there is great feasting and rejoicing.

Ethengar Alliance Number. Because of Chanai, the starting Alliance Number of the Ethengar Khanate is 5. In addition to the normal modifiers, the following apply.

Ethengar Alliance Modifiers

-1 For each of the following countries that allies with Darokin: Soderfjord, Ostland, Vestland
-1 If Ylarum allies with the Nomads
-2 If the PCs refuse Chanai's challenge
-1 If the PC champion kills Chanai
-3 If the PCs cheat in the contest
+5 If the PCs raise Chanai from death
+3 If the Nomads cheat in the contest
+1 If the PC champion dies bravely
+2 If the Nomads invade the Atruaghin Clans

Rockhome

Rockhome is the homeland of the dwarves. It stretches throughout the northern Altan Tepe mountain range. The dwarves have built and maintained a road through the mountain for caravans. They charge toll from all who pass.

The ruler of the dwarves, the High King Under the Mountain, is named Everest. King Everest is a curmudgeon with a soft heart. He continually interrupts, he complains every time he is asked to do anything (although he frequently ends up giving in), he is likely to focus on a single minor point and keep coming back to it no matter what the characters say, and he gestures wildly when he's talking.

Because of the pass that connects Darokin and the lands of the west and south with the three kingdoms of the north, Rockhome has long been friendly with Darokin. Frequent caravans pass through the mountains, and many dwarves have left Rockhome to adventure in the broad lands beyond. (If any PC dwarves are already established as being from Rockhome, add 1 to the Alliance Number for each such dwarf. Dwarves not previously established as coming from Rockhome are assumed to come from the dwarven towns in the Cruth Mountains that form the northern border of Karameikos.)

The PCs can quickly arrange an audience with King Everest. The dwarves take the opportunity to show them the wonders of the city.

> The dwarves proudly give you a tour of the capital, a huge dwarven city wending its way through the caverns beneath the mountain range. The capital is at least 50 miles long. There are endless corridors, city blocks filled with bustling dwarves, strange mechanical devices like nothing else in the world, and forges where hundreds of dwarven engineers create truly amazing weapons and armor.

The Master has been at work here. After assuring the PCs of his friendship, King

Everest says:

> We don't want to leave our Darokinian friends to the mercy of those Nomad barbarians, but we have problems of our own, let me tell you! It's those pesky frost giants, and they're raiding every caravan that passes through these mountains. At this rate, we'll lose all our business. We've sent war parties against them, but those giants are wiping out anything we've got. Now, if a party of brave adventurers, armed to the teeth, with the latest intelligence we've got, were to go after them...We'd be very grateful, I tell you. VERY grateful. You understand what I'm saying to you?"

War With the Giants

This battle uses the BATTLESYSTEM™ rules. King Everest offers to let the party command dwarven forces. If the PCs are accompanied by their personal troops, they may use them in this battle as well. However, any casualties the PCs' forces sustain that are not recoverable under case **16.1** are gone forever, and cannot be replaced.

King Everest gives the party temporary command of a maximum of 4 units of dwarven infantry. For every 2 PC units, he offers one less dwarven unit.

Dwarven Units (4): Regular Infantry; AC 4; #FIG 12; HD/fig 20; Ratio 10:1; D2; MV 60′(20′); Size M; Save D2; AR 18; ML 14; DL 15; #AT 1 spear or war hammer; D 1d6; spear range 20′ (+1), 40′, 60′ (-1); AL L

Dwarf scouts know the location of the camp of the frost giants and have basic intelligence about numbers and positions. However, they know it will take the special abilities and talents of spell-using adventurers to lead their troops to victory. The giants are camped in a box canyon surrounded by a 50-foot sheer cliff, with sentries positioned at key points, making surprise all but impossible. The giants are organized as follows:

Giant Regular Units (2): Regular Infantry; AC 4; #FIG 12; HD/fig 24; Ratio 2:1; MV 120′(40′); Size L; Save F10; AR 20; ML 16; DL 14; #AT 1 two-handed sword or hurl rock; D 1d10 sword or 4d6 rock; rock range 60′ (+1), 130′, 200′ (-1); AL C

Giant Skirmish Units (2): Skirmish; AC 4; #FIG 8; HD/fig 24; Ratio 2:1; MV 120′(40′); Size L; Save F10; AR 20; ML 15; DL 13; #AT two-handed sword or hurl rock; D 1d10 sword or 4d6 rock; rock range 60′ (+1), 130′, 200′ (-1); AL C

Dire Wolf Unit (1): Mob; AC 6; #FIG 24; HD/fig 24; Ratio 5:1; MV 150′(50′); Size M; Save F2; AR 20; ML 12; DL 11; #AT 1 bite; D 2d4; AL N

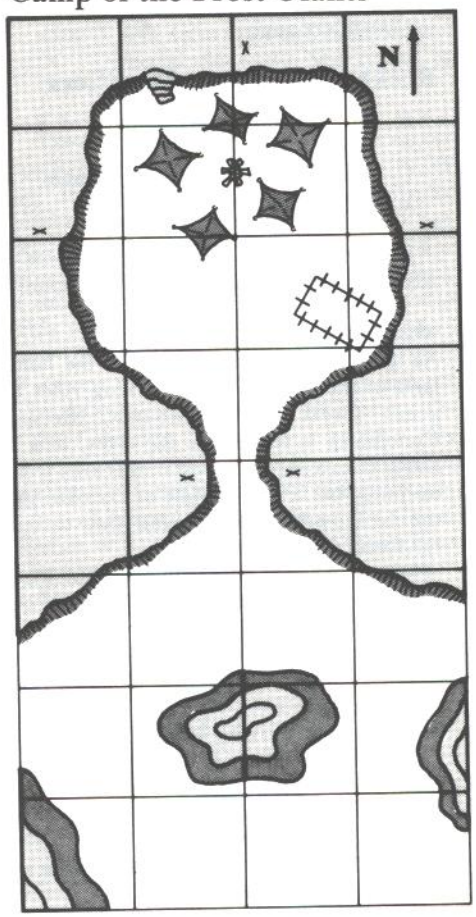
The PCs and their forces enter from the south. Unless the entire force is *invisible*, the giant sentries spot them. The sentries sound the alarm, then hurl rocks at the advancing forces. The giants inside the camp release the dire wolves, then follow them into combat (giving the wolves a +2 ML bonus per case 4.2). If the Morale of the giants and/or wolves break, they move inside the box canyon and hurl rocks to prevent the armies from entering. If giants inside the box canyon rout, they flee up the stone stairs and off into the mountains. If all the giants rout, the wolves automatically rout as well, following their masters.

The tents are littered with rubbish, gnawed bones (some suspiciously humanoid), and rotting carcasses. Amid the rubbish is the loot the giants have raided from caravans passing through the Altan Tepe Mountains, including the following: 125,000 cp, 34,000 sp, 16,500 ep, 40,000 gp, 10,000 pp, 600 gems (average value 500 gp), 100 pieces of jewelry (average value 1,110 gp), a *ring of human control*, a *wand of cold* with 20 charges, an *efreeti bottle*, a *scarab of protection*, a bone case with clerical scrolls of *speak with the dead, curse serious wounds, dispel magic, commune*, and *raise dead*, and a second scroll case containing a letter. The letter is written in a language none of the PCs can read. If a *comprehend language* spell is used, the PCs can read the following:

> Alrethus, First Servant of The Master, commands:
>
> "The Master has praised your success in disrupting trade in the north, and thus contributing to the isolation of Darokin. Continue to strike against all those who aid our enemies, and we shall deliver all the dwarves into your hands.
>
> "Above all, watch for those who seek the *Crystal Dagger of Cymorrak*, or who possess pieces of it. This weapon must, at all costs, be found and sent to us by the most secure way possible. Anyone with knowledge of this device must be utterly and irrevocably destroyed. One piece, we know, is in Alfheim, but it is well guarded. One piece is with the halflings, but our agents are at work there. The whereabouts of the third piece is unknown. Find it, and you shall be amply rewarded.
>
> "Alrethus, voice of The Master, has spoken."

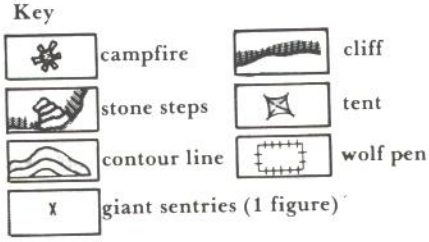
When the PCs lead their victorious forces

Camp of the Frost Giants



BATTLESYSTEM™ Game scenario on a 4 foot by 8 foot table scale: 1 table top inch equals 1 yard.
The cliff is 50 feet high and sheer.
Each elevation contour is 10 feet.

Key



back to Rockhome, King Everest is effusive in his thanks, and tells the PCs that he will give them 10% of the treasure they have recovered as a finder's fee. The rest belongs to the dwarves. If the PCs protest, King Everest grudgingly gives them the magic items they have found, complaining all the while that he is just too generous for his own good.

Rockhome Alliance Number. The starting Alliance Number of Rockhome is 7. In addition to the normal modifiers, the following modifiers apply.

Rockhome Alliance Modifiers

+1	If PC dwarves are natives of Rockhome
+1	If PCs bring back Alrethus' note
-1	If Alfheim allies with Darokin

Rockhome will automatically become an ally of Darokin if the PCs defeat the giants.

Alfheim

As the name implies, Alfheim is the homeland of the elves. The elven king rules the great forest of Canolbarth. Because Canolbarth is tended by the elves, it is far larger than a natural forest in this area would normally be. The Republic of Darokin pays the elves to protect the caravan route through the forest to Selenica.

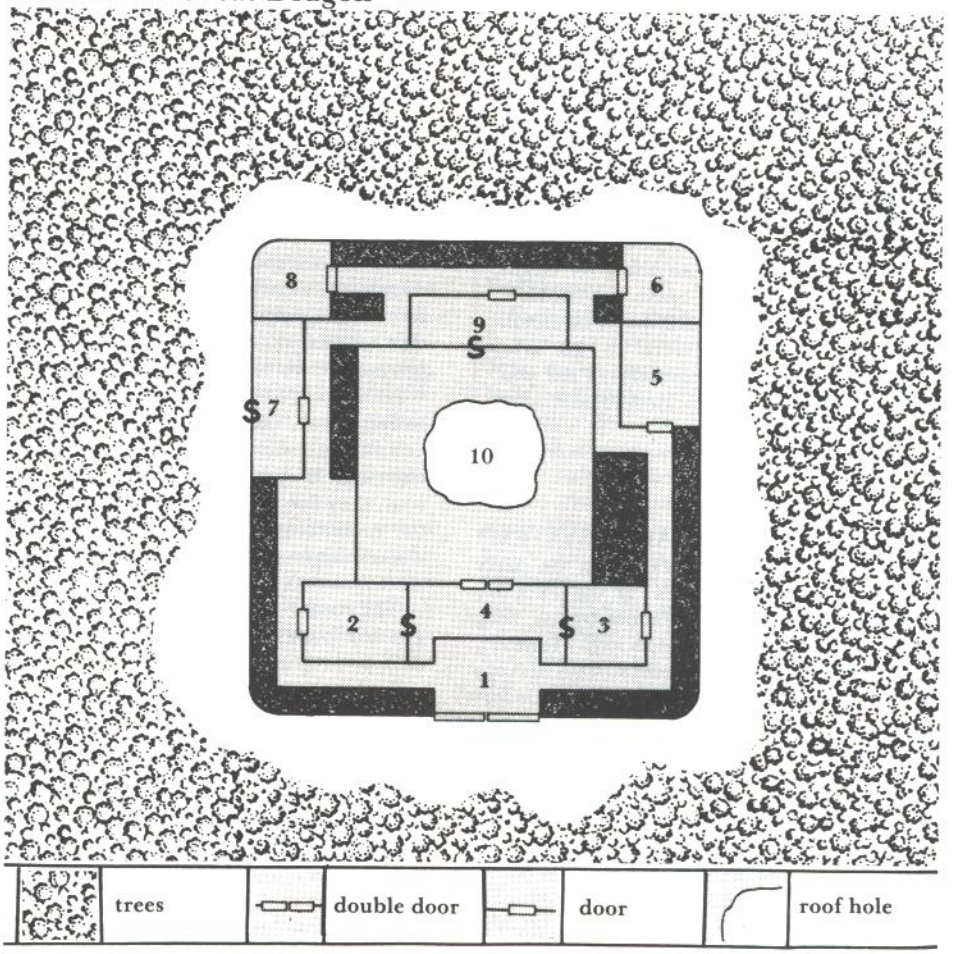
When the PCs pass into the Canolbarth Forest, they are immediately challenged by a party of 10 3rd level elves armed with longbows. Any elves in the party, or any PCs with unusual senses or detection abilities, sense that there are over 30 elves in the forest around them, all with bows trained on the party. The elves are extremely polite, and inquire as to the party's business. Once the PCs have identified themselves, the elven bowmen escort them to the tree-city in the heart of the forest, where the elven king and his court reign.

> The city of the elven king is incredibly strange and beautiful. Much of it is concealed—the city appears to be open forest. Tall, stately trees have spidery pathways hung between them. The elven construction seems never to use straight lines; the houses are formed from natural wood, with the innate shape of the wood reflected in the design of the house. When you enter, you find a spacious, light-filled chamber, with only natural things around you.

One such chamber, more magnificent and more beautiful than the rest, is the court of the elven king. King Doriath of Alfheim is a tall, slender elf. He appears to be a young man in his twenties except for his eyes, which are deep and wise, as if they have seen the entire history of the world. King Doriath is faced with a difficult situation. The elves are loath to get involved in a war among humans. Neutrality is a tempting thing, but the long relationship between Alfheim and Darokin is important too. Honor means much to the elves. Also, the elves are aware of the true nature of The Master, though they cannot divulge this to the party. They know he must be stopped.

> King Doriath says, with gracious dignity, "Honor, it seems, demands that we ally ourselves with you, yet it is asking much of the elves that they risk so much in this conflict. Therefore, we make this request of you: that you risk your lives for us. There is a great dragon in the forest. He has desecrated the burial mound of King Alevar and taken it as his lair. Bring us his head so that we can reconsecrate the tomb, and we shall consider coming to your aid."

Lair of the Great Dragon



Because the Tomb of King Alevar is located in the densest part of the forest, the PCs cannot bring their troops. The elves transport the party to the tomb in an elven *lightship*, a flying longboat described in the D&D® Companion Rules Set.

The Tomb of King Alevar

The tomb is a huge burial mound surrounded by tightly-packed trees. The mound has earthen walls, and slopes upward to a cone at the top. The dragon has torn a hole in the top to make a lair out of the burial chamber in the center of the mound.

1. Antechamber: Huge iron double doors, intricately engraved with scenes from the life of the legendary King Alevar, hang from

rusty hinges. The doors can be opened with a combined strength of 26. Inside, there is a 30′ × 40′ antechamber. Faded murals line the walls. Corridors leave the antechamber left and right.

2. Vault of Queen Cerin: A stone sarcophagus is in the center of the room. If the PCs open the sarcophagus, they are stricken by a *curse*. Each PC who fails a saving throw vs. Spells loses 50% of his or her Dexterity and Strength. The loss is permanent until a *remove curse* is cast. A normal skeleton, dressed in rich burial clothes, is within the sarcophagus. There are stone treasure chests that once held the burial treasures of Queen Cerin, but they are open and empty.

3. Vault of Alecerin: Prince Alecerin, son of Alevar and Cerin, tragically died trying to rescue an elven princess from marauding orcs. His sarcophagus is protected similarly to that of Queen Cerin. Alecerin's skeleton is within the sarcophagus. The stone treasure chests in this room are also open and empty.

4. Inner Antechamber: This chamber leads to the burial chamber of King Alevar. The doors leading to the burial chamber are guarded by two amber golems sculpted to look like lions.

Amber Golems (2): AC 6; HD 10*; hp 60 each; MV 180′(60′); #AT 2 claws/1 bite; D 2-12/2-12/2-20; Save F5; ML 12; AL N; XP 1,600 each

The amber golems attack anyone who tries to enter the burial chamber through the doors they guard (they did not attack the dragon since it entered through the top of the mound). There is a 50% chance that the noise from a fight here will wake the dragon in room 10.

5. Altar Chamber: This room contains a stone altar. The rites performed in this room and in room 10 consecrated this mound. A golden chalice rests atop the altar. The chalice radiates magic if a *detect magic* spell is used. If the command word (engraved on the cup) is spoken, the cup instantly fills with an excellent red wine.

This room now contains three wraiths (former grave robbers who fell victim to one of the *curses* that once guarded the tomb). They stay in the shadows and delay attacking until the PCs are preoccupied with the chalice.

Wraiths* (3): AC 3; HD 4; hp 24, 22, 20; MV 120′(40′), flying 240′ (80′); #AT 1 touch; D 1-6 + Energy Drain; Save F4; ML 11; AL C; XP 175 each

6. Unfinished Chamber: This chamber, which was never used, contains only scattered stone blocks, rusted tools, and other building materials.

7. Dark Chamber: A single sarcophagus is in the center of this room. It belongs to a vampire. The vampire's treasure consists of 6,000 gp, a *girdle of giant strength*, a *helm of reading languages and magic*, a *wand of secret door detection*, a potion of *fire resistance*, and a scroll of *magic jar* and *pass-wall*. The treasure is concealed in a secret compartment within the sarcophagus.

The vampire is within this chamber in gaseous form. It remains in gaseous form most of the time, out of fear of the dragon. As a result, the vampire's hit points are below normal. The vampire will not bother the PCs if they intend to confront the dragon. Once they have been weakened, the vampire attacks. The vampire will allow the PCs to find its treasure, but will attack if they try to take it out of the mound.

Vampire: AC 2; HD 9; hp 60, current 32; MV 120′ (40′); flying 180′ (60′); #AT 1 touch or special; D 1-10 + double Energy Drain or special; Save F9; ML 11; AL C; XP 2,300

8. and 9. Burial Chambers: Both of these chambers contain sarcophagi, but were never used. The vampire uses these sarcophagi as spare coffins. The secret door in 9 leads to the dragon's lair.

10. Royal Vault: This is the burial chamber of King Alevar, now desecrated and occupied by Balefire, a large red dragon. Balefire is sleeping on a pile of gold and gems in the center of this vast chamber. Each round that the PCs are in the mound, there is a 10% chance cumulative per round that the dragon wakes up. It automatically wakes up when attacked.

This is a large red dragon, not a normal dragon from the D&D® Basic Rules Set, and as such is much more powerful than dragons the party may have confronted previously (although not as powerful as a huge dragon). Details on the special attack forms and powers of large red dragons are contained in the D&D® Companion Rules Set. If you do not have the set, use the normal attack forms for the dragon from the Basic Set.

The dragon's bite causes 4-32 + 4 points of damage, its claws cause 1-10 + 1 points of damage each. The dragon's breath weapon causes as many points of damage as the dragon has current hit points. Despite the fact that it cannot talk or use spells, Balefire should be a major, possibly deadly, opponent for the party. Review all rules relating to dragons in the Basic (and Companion) rules, to run this encounter with maximum impact.

Balefire, a Large Red Dragon: AC -3; HD 15***; hp 65; MV 120′(40′); flying 300′ (100′); #AT up to 6; Breath Cone 135′ × 30′; D special; Save F30; ML 10; AL C; XP 4,200

The dragon's treasure hoard is huge: 60,000 cp; 50,000 sp; 30,000 ep; 40,000 gp; 10,000 pp; 350 gems (average value 500 gp), 200 pieces of jewelry (average value 750 gp); potions of *dimunition* and *poison*, a scroll of *protection from undead*, a *sword + 1, 1 wish*, a *ring of spell turning*, and a *staff of power*. This mound of treasure has been Balefire's bed. Underneath the heaps of coins and gems is a stone sarcophagus with the top torn off. The skeleton of King Alevar lies in state. The king is wearing *plate mail + 5* and a *two-handed sword + 5* is beside him. Clutched to his breast is a crystal blade that radiates magic. This, of course, is the blade of the *Crystal Dagger of Cymorrak*, one of the three pieces necessary for this powerful artifact to work.

Soon after the dragon is slain, the elves arrive in their *lightship* to transport the party back to the court of King Doriath. Other elves will see to transporting the treasure back to the city and reconsecrating the tomb of King Alevar. Most of the treasure rightfully belongs to the Kingdom of Alfheim, but the King awards the party 25% of all treasure found plus all magic items except for the burial armor and sword of King Alevar.

Alfheim Alliance Number. The starting Alliance Number of Alfheim is 7. In addition to the normal modifiers, the following apply.

Alfheim Alliance Modifiers

-1 If Rockhome allies with Darokin
+2 If Glantri allies with Darokin

Alfheim will automatically form an alliance with Darokin if the PCs defeat the dragon.

SPECIAL ENCOUNTERS

The following special encounters can be set anywhere (within the limits of the encounter) in the adventure you wish, or even omitted entirely, except for encounter 1, Quest For the Soul-Gem, that leads to finding the third part of the *Crystal Dagger of Cymorrak*.

1. Quest for the Soul Gem

The night after the PCs have recovered the dagger blade and hilt of the *Crystal Dagger of Cymorrak*, Laran, the mysterious robed aide to Prince Jherek of Glantri, appears suddenly in a cloud of smoke (a somewhat melodramatic version of a *teleport* spell) to talk with the PCs.

> "Congratulations, my friends. You've done well indeed. The alliances you made have greatly hampered The Master's mad campaign of conquest, but the tides of war are still against us. The Master's troops continue to pour out of the Sind Desert, burning and pillaging all that lies before them.
>
> "The wizards and sages of my homeland have been working together to give aid and counsel in this crisis. It is difficult to predict future events involving men of great power and supernatural influence, so all the information that has been gained is covered in shadow. The Master has secret and powerful allies, and his ultimate objective is hidden from us.
>
> "The two parts of the *Crystal Dagger* you recovered may be vital, for the *Crystal Dagger of Cymorrak* is now the only item that can kill The Master. The third part, known as the *Soul Gem of Light*, gives the *Dagger* its special powers. Without the *Soul Gem*, the *Dagger* is useless, but the *Soul Gem* has fallen into the hands of The Master's agents, and even now is being transported back to him. The PCs must overtake The Master's agents and recover the *Soul Gem*, or all is for naught!
>
> "Here is where they are now."

Place the counter labeled "The Master's Agents" on the strategic map 5 hexes west of the current location of the PCs. The Master's Agents have an MV of 6, and are heading at top speed for Sayr Ulan. If they encounter any divisions of the Army of the Desert Nomads, they may enter the same hex as the division; then the division will turn and head for Sayr Ulan.

If the party catches them on route, the PCs can choose to attack by day or night. During the day, The Master's Agents will be riding horseback along the road. At night, they will be in camp, but 50% of the accompanying troops will be awake, alert, and on guard. The rest of the camp will wake 10 round after combat begins or the alarm is sounded. If The Master's Agents have joined a division of the Army of the Desert Nomads, the PCs can choose to attack at night, when the division is in camp, or to bring in any friendly forces in range to have a BATTLESYSTEM™ game battle in the daytime.

The Master's Agents consist of the following:

Commander (14th level Cleric): AC 0 (plate mail and *shield +2*); hp 34; MV 120'(40'); #AT 1 *mace +1, +3 vs. spellcasters*; D 1-6 +1 or +3; Save C14; ML 10; AL C; XP 2,800. He is armed with a *potion of human control*, a scroll of *protection from magic*, and a *staff of withering*. Carries a purse with 1,000 pp and the *Soul Gem of Light* on his person at all times.

Spells:

- Level 1: *detect good, detect magic, darkness, protection from good, fear*
- Level 2: *blight, hold person, resist fire, silence 15' radius, snake charm*
- Level 3: *continual light, cause disease, locate object, curse, striking*
- Level 4: *cure serious wounds, dispel magic, poison, sticks to snakes*
- Level 5: *commune, insect plague, finger of death*
- Level 6: *speak with monsters, word of recall*

Emissaries of The Master (2): AC 6; hp 20; MV 120'(40'); #AT 1 *dagger +2, poisoned; D 1-4 +2, save vs. Poison or die; Save M8; ML 9; AL L; XP 1,200 Spells: charm person, protection from good, read magic, detect good, ESP, wizard lock, clairvoyance, protection from normal missiles, confusion, curse,*

Cavalry Unit: Elite Cavalry; AC 6; #FIG 12; HD/fig 30; Ratio 10:1; F2 on warhorses; MV 120'(40'); Size M; Save F2; AR 19; ML 13 (+2 in command for leader's CB); DL 14 (16); carry Swords; D 1-8

If the PCs are accompanied by their own forces, run this as a BATTLESYSTEM™ game engagement. Otherwise, the party must cope with the cavalry as well as with the Commander and the Emissaries. It is possible to sneak in and eliminate the Commander without disturbing the troops, if the party is sufficiently clever.

If the tide of battle goes sufficiently against the Commander, he will flee from the scene, carrying the *Soul Gem*.

Once the *Soul Gem* is recovered, the *Crystal Dagger of Cymorrak* can be assembled. The PCs need only touch the dagger to the hilt, and touch the *Soul Gem* to the indentation in the hilt, and the *Crystal Dagger* forms into a seamless whole.

The *Dagger* is carved from a huge diamond. It glows with a soft, white light, and obviously radiates magic. It has no bonuses to hit, there are no command words, and it conveys no protection to its wielder. It is strongly good-aligned. If the assembled *Dagger* is touched by anyone evil, that person immediately suffers 5d20 points of damage.

Laran cannot give the party any information on how the *Dagger* is to be used without disturbing the delicate balance between the immortal powers. The PCs must discover the secret of its operation by trial and error.

2. The Scourge of War

This encounter takes place whenever the PCs pass through an area where The Master's forces have gone.

> Black smoke rises from the ruins of a peasant hut, and the scent of death is on the wind. The cruel hordes of the desert have scourged the countryside for forage. You hear a scream nearby.

Stragglers from the Nomad army are terrorizing a peasant family, refusing to believe that they are not hoarding food or valuables. The family consists of five 0 level humans. There are 20 Nomad soldiers.

Nomad soldiers (20): AC 8; F1; hp 7; MV 120'(40'); #AT 1 sword; D 1-8; Save F1; ML 7; AL C; XP 10 each

When the Nomad soldiers realize that the party is well-armed and powerful, they hold the family hostage, threatening to kill them. The Nomads are basically cowards, and flee once the tide is clearly against them.

When the family is liberated, they are hostile instead of grateful, fully expecting the party to take up where the Nomads left off. The father says, in anger and bitterness, "All you soldiers are the same. You burn, loot, and pillage, and we peasants do all the suffering. Go back where you came from, and leave us alone."

3. Refugees

This encounter may be re-used as many times as desired.

Large parties of refugees, bedraggled peasants carrying their remaining worldly possessions in small wagons, are moving away from the inexorable advance of the Nomad army. They don't know any details of the war, except that rumors of major Darokin defeats are common.

There are two kinds of refugee parties, with a 50% chance of each type. The first type are normal refugees. They ignore the party unless challenged, and will not fight, not even in self-defense. They have no money.

The second type have turned into bandits, raiding the countryside as thoroughly as would soldiers. If the party is accompanied by troops, they act just like the first type of refugee. If the party is traveling without escort, the bandits surround the party and demand a ransom of 100 gp per person to allow them to pass safely. There are 100 bandits, all 1st level fighters. If the party fights, treat the bandits as a mob using BATTLESYSTEM™ rules. The morale of the bandits is 7. If they fail a morale check, they flee, never to return.

4. Their Master's Voice

This encounter can take place at any court.

Fearing the diplomatic successes of the party, The Master has sent agents to dispose of the potential threat.

Ask the players what precautions (if any) they are taking at the royal courts. Do not allow characters to sleep in plate mail armor or take other unreasonable precautions. However, two or three characters sleeping in the same room with one at a time standing watch is perfectly legitimate.

At midnight, a party of The Master's thieves sneak into the PCs' chambers to try to kill them. Allow one thief for each PC and major henchman.

Thieves: AC 2 (*bracers of defense AC 2*); hp 18 each; MV 120'(40'); #AT 1; *dagger +2*, poisoned; D 1-4 +2 + save vs. Poison or die; Save T8; ML 9; AL C; OL 65%; RT 60%; PP 65%; MS 65%; CW 94%; HS 55%; HN 1-4; XP 800 each

5. Random Encounters

Random encounters can occur at any point during this adventure. You can alter the frequency if you choose, or omit them altogether if the party is seriously weakened. Properly run, random encounters can add flavor and excitement to the game.

Use the following tables to set up a random encounter. Table 1 contains a list of all the terrain types that the party might enter in the course of this adventure. Next to each terrain type is a column labeled "Check." This shows how often you should check to see if a random encounter occurs. For example, "1/5 hexes" means you should make a random encounter check for every 5 hexes the party enters on the strategic map. To make a random encounter check, roll 1d10. If the result is a 1 or 2, a random encounter occurs.

Next, look at the column marked "Range." Roll the die listed, and add the modifier (if any) beside it. Then look on Table 2 to find the random encounter that has the same number as the result.

Random Encounter Checks

Terrain Type	Check	Range
Clear/ Grassland	1/10 hexes	d6
Woods	1/5 hexes	d8 + 3
Swamp	1/2 hexes	d6 + 7
Hills	1/5 hexes	d4 + 13
Mountains	1/3 hexes	d6 + 14
Desert	1/10 hexes	d4 + 20

Random Encounter Results Chart

No.	Name	AC	HD	MV	#AT	D	Save	ML	Treasure	AL	XP
1.	1-4 Lions	6	5	150'(50')	2 claws/1 bite	2-5/2-5/1-10	F3	9	U	N	175
2.	1-12 Giant Ferrets	5	1 + 1	150'(50')	1 bite	1-8	F1	8	Nil	N	15
3.	10-40 Pixies	3	1***	90'(30'), 180'(60')flying	1dagger	1-4	E1	7	R + S	N	19
4.	5-20 Bugbears	5	3 + 1	90'(30')	1 sword	1-8 + 1	F3	9	(P + Q)B	C	75
5.	1-8 Viper Snakes	6	2*	90'(30')	1 bite	1-4 + poison	F1	7	Nil	N	25
6.	1-4 Green Dragons	1	8**	90'(30') 240'(80')flying	2 claws/1 bite	1-6/1-6/3-24	F8	9	H	C	1,750
7.	1-4 Cyclops	5	13*	90'(30')	1 club	3-30	F13	9	E + 5,000 gp	C	2,300
8.	3-18 Gnolls	6	1-1	90'(30')	1 sword	1-8	F2	8	(P)D	C	20
9.	4-24 Hobgoblins	6	1 + 1	90'(30')	1 sword	1-8	F1	10	(Q)D	C	15
10.	10-60 Orcs	6	1	120'(40')	1 sword	1-8	F1	8	(P) D	C	10
11.	5-30 Giant Bees	7	½*	150'(50')	1 sting	1-3 + special	F1	9	Special	N	6
12.	6-36 Lizard Men	5	2 + 1	60'(20'), 120'(40') swimming	1 sword	1-8 + 1	F2	12	D	N	25
13.	1-4 Black Dragons	2	7**	90'(30'), 240'(80') flying	2 claws/1 bite	2-5/2-5/2-20	F7	8	H	C	1,250
14.	2-8 Hill Giants	4	8	120'(40')	1 club or 1 rock	2-16 or 3-18	F8	8	E + 5,000 gp	C	650
15.	2-12 Ogres	5	4 + 1	90'(30')	1 club	1-8 + 2	F4	10	(Sx10)Sx100 + C	C	125
16.	1-4 Grizzly Bears	8	5	120'(40')	2 claws/1 bite	1-8/1-8/1-10	F4	10	U	N	175
17.	5-40 Gnomes	5	1	60'(20')	1 sword	1-8	D1	10	(P)C	L	10
18.	1-4 Red Dragons	-1	10**	90'(30') 240'(80')flying	2 claws/1 bite	1-8/1-8/4-32	F10	10	H	C	2,300
19.	1-4 White Dragons	3	6**	90'(30'), 240'(80') flying	2 claws/1 bite	1-4/1-4/2-16	F6	8	H	N	725
20.	1-8 Trolls	4	6 + 3*	120'(40')	2 claws/1 bite	1-6/1-6/1-10	F6	10	D	C	650
21.	1-3 Fire Giants	4	11 + 2*	120'(40')	1 sword or 1 rock	5-30 or 3-18	F11	9	E + 5,000 gp	C	1,900
22.	2-12 Ogres	5	4 + 1	90'(30')	1 club	1-8 + 2	F4	10	(Sx10)Sx100 + C	C	125
23.	1-3 Insect Swarms	7	4*	30'(10'),60'(20') flying	1 area effect	Special	NM	11	Nil	N	125
24.	1-4 Blue Dragons	0	9**	90'(30'), 240'(80') flying	2 claws/1 bite	2-7/2-7/3-30	F9	9	H	N	2,300

THE WAR OF THE MASTER

In this chapter, the PCs organize an army and seek out The Master, fight an epic battle with the Legion of Doom, enter the mysterious desert city of Sayr Ulan in search of The Master, and finally come face to face with The Master in a climactic fight to the finish.

The Progress of the War

As the PCs visited the various nations of the D&D® game world, the war raged around them. The forces of the Desert Nomads, numerically stronger in the western regions, should have conquered most of Darokin and made great inroads elsewhere. The likelihood of Ylarum joining the Nomads should be turning the tide of battle slowly against the forces of Darokin and its beleaguered allies.

The various nations friendly to the PCs have contributed units with which the PCs can form an army. The PCs were asked to designate a city where the units could meet. Once the PCs finish their diplomatic missions, they can travel to that city to ready their army for war. If the city where the units were to meet has fallen to enemy forces, the units automatically retreat to the nearest free city.

As the PCs travel overland to the rendezvous point, tell the players that as their characters stop for the night at various inns, or meet refugees and travelers along the roads, that they hear rumors of how badly things are going for the forces of Darokin. If the PCs pass through any warzones, or within 5 hexes of an enemy unit, they see evidence of the war—burned-out houses and farms, refugees pulling carts piled high with belongings, dead soldiers spitted with arrows, stripped of armor, weapons, and anything else of value, buzzards circling overhead wherever a battle took place... Use your imagination to impress on the players the death and destruction caused by this war.

Nomad War Plans

While the PCs are undertaking their diplomatic mission, the war continues. The following priorities establish The Master's plan for the conquest of the continent.

1. Darokin must be the first country to fall. The republic will be attacked by the maximum number of armies.
2. Establish an alliance with Ylarum, and bring their armies into the war, splitting the continent.
3. Attack all allied nations possible from existing nomad territory, allowing the uncommitted to stay neutral.
4. Keep Alfheim and Rockhome out of the war. If they enter on the Allied side, conquer them as quickly as possible.
5. Hit isolated countries where possible, to provent formation of an allied "block."

Preparing for the Showdown

Organizing the Allied Army

When the PCs arrive at the rendezvous city, they find it in chaos. Daily, rumors arrive in the city telling of major military defeats (many of these rumors may be false, but they tend to spread anyway). Refugees from the areas hit by the war are collecting in the city, as well as soldiers from a number of armies (including the PCs' own). Shortages of food, accommodations, and supplies are by now ordinary. Prices run 2-5 times higher than normal.

The unit commanders of the various forces now under the direct command of the PCs are waiting for the arrival of their new leaders. The PCs can meet with the unit commanders immediately to begin planning the organization of their army. The players should prepare individual BATTLESYSTEM™ game rosters for each unit and determine their force command structure. The players can choose any legal spells they wish for their spell-using troops.

The PCs can assume personal command of the various units. However, if they are personally commanding forces in battle, they will find that they cannot run off to perform heroic deeds without placing their units out of command. The best way to avoid this problem is to give each player one or more units to command, but use NPC unit commanders instead of PCs. The PCs should have ranks as Division or Army Commanders, as Deputy Division Commanders (to perform an acting role in the event that someone gets killed or incapacitated), or simply as Heroes. This will give the PCs more freedom of action: as DM, suggest this to your players if they do not think of it themselves.

A Visit From Laran

The same night the PCs arrive in the rendezvous city, Laran, the mysterious robed aide to Prince Jherek of Glantri, appears suddenly in a cloud of smoke (a somewhat melodramatic version of a *teleport* spell) to talk with the PCs.

> Suddenly, the sound of loud thunder booms, and a pillar of smoke rises from the ground. When it dissipates, you see the robed form of Laran of Glantri standing before you.
>
> "Greetings, brave adventurers," Laran begins. "I bring you news of great import on the course of the war."

The players may choose to ask questions or interrupt Laran as he provides the following information. Ad lib as necessary to communicate the information given in the boxed copy below.

> "You have accomplished much in your quest for allies, but the tide of the war is still against us. The Master's troops still pour out of the wastes of the Sind Desert. Many cities have fallen. Now you must go into the Sind Desert to confront and defeat The Master yourselves. The way is hard and the opponent is powerful, but you are our only hope now.
>
> "There is more, however. A number of the most powerful wizards and sages in Glantri have entered the Tower of Dolorous Wisdom to study portents and signs of the future, to give aid and counsel in this crisis. It is difficult to predict future events involving men of great power, so virtually all the knowledge that has been gained is covered in shadow. Worse, there is information that cannot be revealed to you without causing harm to your mission. Yet this information is critical to your success in this endeavor.
>
> "Although there is little I can tell you, I can reveal that The Master has powerful and secret allies, and that the motive for his conquests is far more horrible than you could possibly suppose.
>
> "From the Tower of Dolorous Wisdom I have brought you a secret of great power—the secret of the *Crystal Dagger of Cymorakk*. With its mysterous powers, you can defeat The Master utterly. You must use it properly, however, or its power is naught.

If the PCs failed to get all the pieces of the *Crystal Dagger* or lost it before now, Jherek assembles the weapon, gives it to the PCs, then continues speaking.

> "I presume too far, but listen carefully and I shall tell you how it is to be used. Above all, do not..."

At this very moment, a beam of painfully white light appears, striking Laran alone. Laran glows white for a second, screams, and then crumbles to dust (a *disintegrate* spell). No spells possessed by the characters including a *wish*, will restore Laran to life. No spells

possessed by the characters, such as *commune*, will reveal how the *Crystal Dagger of Cymorakk* is to be used.

The *Crystal Dagger of Cymorakk* is carved from a huge dagger. It glows with a soft white light, and obviously radiates magic. It has no bonuses to hit, there are no obvious command words, and it conveys no protection to its wielder. It is strongly good-aligned. If touched by anyone evil, the evil person immediately takes 5d20 points of damage. For the PCs, the weapon is as much a mystery as ever.

Tactics for the Legion of Doom

While the players are preparing BATTLESYSTEM™ game rosters and command structures for their army, you must do the same for the Legion of Doom, The Master's personal elite guard.

The battle between the PCs' forces and the Legion of Doom is a climactic scene in this adventure. Although it would be easy for you as DM to throw a number of Desert Nomad units against the PCs to catch them, alone and outnumbered, and crush them by vastly superior forces, don't do this. Move Desert Nomads out of the way, if necessary, and avoid directly fighting the PC forces until they get near the Legion of Doom counter. Keep the Legion of Doom counter in the Sind Desert. In game terms, the purpose of the Legion of Doom is to engage forces led by PCs.

The Master has two primary objectives: recover the *Crystal Dagger of Cymorakk* and protect the *Soul-Gem of Thanatos*—the PCs have the first and threaten the second. If the PCs were responsible for defeating The Master in X4 and X5, he has a reason for wanting to crush them personally. And, since The Master must make continual sacrifices of life to the *Soul-Gem of Thanatos*, he would prefer to sacrifice high-level characters, which are more effective. All these reasons have an effect on Legion of Doom tactics.

If the PCs pick fights with various Desert Nomad units on their way to confront the Legion of Doom, fight it out. Prepare BATTLESYSTEM™ game rosters for any units the PCs attack, set up terrain on the tabletop for the appropriate terrain conditions. The experience may serve all players well in the final battle.

If the PCs take reinforcements (Glantrians, Darokinians, etc.) into battle besides their own personal force, move Desert Nomad forces to intercept all the units traveling with the PCs' own force, so that the PCs have to confront the Legion of Doom alone.

If the PCs have split up among several units, the Legion of Doom heads for the Allied unit that promises the greatest challenge, usually the one representing the largest number of players, or the most warlike ones.

The Legion of Doom tries to avoid battle with any force that does not represent PCs. Unless PC units offer a challenge, the Legion of Doom does not move more than one hex away from Sayr Ulan. If the PCs try to weaken the Legion of Doom by sending other units against it before they battle, the Legion of Doom retreats, taking minimum losses, then tries a preemptive strike against the PCs.

Against the Legion of Doom!

The composition of the Legion of Doom is shown on the inside front cover of this adventure. You must prepare BATTLESYSTEM™ game rosters for the Legion. Try not to get the Legion of Doom involved in battles before the final engagement with the PCs. If the Legion has been in a fight, deduct any losses the Legion has suffered from all units equally (as much as possible). Do not deduct losses from Heroes or Commanders.

The final battlefields should take place in a desert hex. The battlefield consists of sand. At your option, you can place one or more sand dunes (1 elevation high) on the battlefield. Do not let one side or another have a terrain advantage. The battle should be played out on a surface at least 4 feet × 8 feet; larger is better. If one side receives an "on the march" bonus when the two forces move into the same hex, the force without the bonus sets up first; otherwise, both sides set up simultaneously.

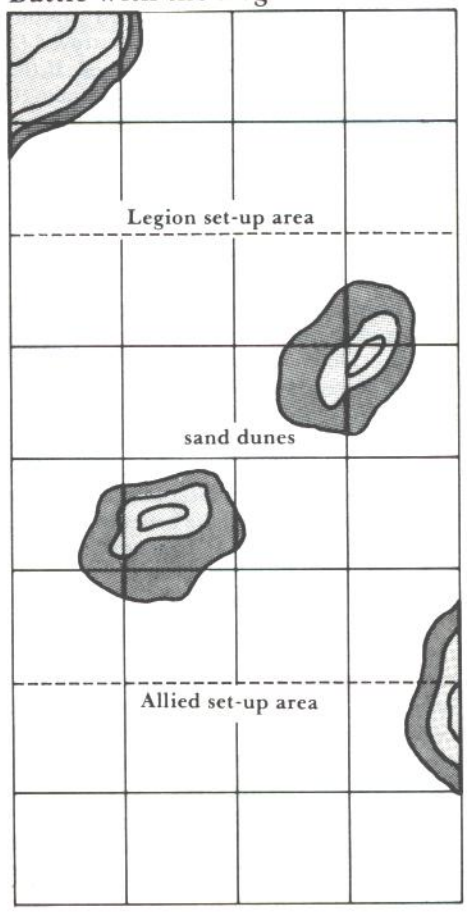
The diagram below shows one way the tabletop can be set up for this engagement.

You will have to make special counters for the Warlords of the Air unit, 6″ × 3″ in size. If the PCs did not fly through the sandstorm at the attack on Akesoli and see the airboats, keep the airboat counters off the playing field, and do not let the players know that they exist. This is The Master's surprise force. If the PCs saw the airboats at Akesoli, bring the airboat on whenever the situation seems proper.

When both forces have set up, the battle begins. Unless circumstances show that one side or the other has gotten automatic first round of initiative, roll for initiative normally.

On the first eligible phase, The Master, calling on the special powers granted him by the Immortals, casts an extra-powerful *fear* spell that affects all individuals and units in

Battle with the Legion of Doom



the Allied Expeditionary Force. Each Hero, Commander, and Unit must make a saving throw vs. Spells or flee. If a unit fails its saving throw, it routs. If a Unit Commander fails his saving throw and the unit makes its saving throw, the Commander flees and the unit goes out of command. The Master then orders his units forward at full speed to the attack. Remember, if a unit routs off the playing field, it is removed from play. This *fear* spell can be used only once.

As DM, run The Master's forces in the most effective way you know how, trying to defeat the PCs on the field of battle.

The Master can summon the Warlords of the Air unit whenever the military situation is right. The airboats have a MV of 36″, and can change direction up to 180 degrees per Game Round. The airboats can travel at all three game altitudes (see BATTLESYSTEM™ game case **15.1**) and can land on the desert sands. Missile fire from the airboats is made at no penalty. The Hit Dice of an airboat is equal to the sum of the Hit Dice of its occupants plus 30 HD for the airboat hull

itself. A Wound on an airboat means that only one-half of the archers on board can continue to fire. An airboat that is destroyed (2 Wounds or a Kill) crashes in flames. If the airboat lands on figures, those figures take 10 HD of damage per individual. The airboats do not carry bombs.

Alrethus will probably be the Legion of Doom commander in this battle. If the PCs have the *Crystal Dagger*, The Master remains in Sayr Ulan to guard the *Soul-Gem*. If the Legion of Doom faces utter disaster, The Master will intervene, conserving his spells and abilities as much as possible. If the Legion of Doom is defeated, The Master uses a *word of recall* spell to return to Sayr Ulan.

If the PCs are defeated in this battle, The Master and his allies do everything in their power to capture or kill the PCs. If the PCs are killed, The Master casts *raise dead fully* to have them alive— all the better to sacrifice them to the *Soul-Gem of Thanatos*.

Aftermath of the Battle

If the PCs win the battle, the remnants of the Legion of Doom rout off the field, never to be seen again. The Master uses his *word of recall* spell to escape, leaving his minions behind. The PCs must pursue him into the city of Sayr Ulan. If they don't know which way to go, the *Crystal Dagger of Cymorakk* begins to glow. The person carrying the dagger feels a mystic force tugging him—if he follows the feeling, it will lead him to The Master.

The officers of the Allied Expeditionary Force advise the PCs after the battle that the PCs must go on alone—the A.E.F. is not powerful enough to invade Sayr Ulan. Only stealth and bravery on the part of the PCs can carry the day. The A.E.F. will wait on the battlefield for 24 hours, then head for safety.

If the PCs lose the battle, they may be captured or killed. If so, they are *raised*, if necessary, and taken to The Master's residence in Sayr Ulan. If the PCs escape into the desert, a huge sandstorm like the one that hit Akesoli springs up, overpowering them and causing them to lose their direction. When the sandstorm (another of The Master's nasty surprises) dissipates, they find themselves at the outskirts of Sayr Ulan, separated from their forces, with the glowing *Crystal Dagger* urging them to enter.

The City of Sayr Ulan

Sayr Ulan is an immense tent city with several hundred thousand inhabitants, both Desert Nomads and citizens of the land of Hule (see *X5, Temple of Death* for details of Hule). The city sprang up virtually overnight, with people pitching tents and building crude, makeshift homes wherever they could find an unoccupied piece of land. There are no streets as such, just narrow lanes between houses. The unplanned nature of the city is its most distinguishing characteristic. Reeking animal pens are next to tents inhabited by people; there are no stores, only merchants hawking their wares from carts. Water is the most common commodity being sold. Huge campfires burn day and night, providing fires for cooking in the day and illumination at night. The city is incredibly filthy; there is no sanitation system. Offal and waste litter the streets; the smell of camels, a particularly pungent odor, is everywhere.

Sayr Ulan is built in three rings: the Outer City, inhabited exclusively by peasants and soldiers, the Inner City, inhabited by merchants, higher-ranking soldiers, and the less-destitute peasantry, and in the center of the city, the Camp of The Master.

Chase Flow Charts are included for the Inner and Outer City.

Outside the Outer City are smaller camps, mostly bivouacs for soldiers in the Army of the Desert Nomads. There are some camps of peasants and poorer merchants, as well.

The *Crystal Dagger of Cymorakk* will provide a directional signal to help lead the PCs through the maze of the city to the Camp of The Master. However, when all directions in a circle lead approximately to the same place, the *Crystal Dagger* is of little help.

The Outer City

To reach the Camp of The Master, the PCs must first enter through the Gate to the Outer City. Because of the traffic coming in and out of Sayr Ulan, security at the Outer Gate is minimal. There are always 24 1st level human fighters armed with pikes (AC 8; F1; hp 4 each; #AT 1; D 1-10; ML 9; XP 10 each) on duty at the Gate. If the PCs take any reasonable precautions, such as disguising themselves, and do not call attention to themselves, they pass through the gate without incident.

The PCs can also try to sneak over the low wall that surrounds the Outer City. Unless the PCs are *invisible* or have taken equivalent precautions; there is a 10% chance that they will be spotted by a patrol of 24 City Watchmen (AC 8; hp 4 each; #AT 1; D 1-10; ML 9; XP 10 each) led by 2 Hill Giants (AC 4; hp 32 each; #AT 1; D 2-16; ML 9; XP 650 each). If they are spotted; run a chase as shown in PART 2. With the entire city against them, the chances that the PCs will be caught are high. If caught, they are expelled from the city. If they try to re-enter, 24 archers on the walls shoot at them.

Each time the PCs enter a circle in the Outer City, there is a 1 in 4 chance of an encounter. Use the Outer City Hazard Table, below.

Hazard Table—Outer City of Sayr Ulan

1. Three tabi (see MONSTERS AND VILLAINS) are lurking in the shadows of a nearby tent. They wait until the characters pass, then attack one, using their claw attack to cause the character to become deluded. They use their thief skills to rob him of as much as possible, concentrating on magic items, then retreat into the shadows.

Tabi (3): AC 6; HD 5; hp 20 each; MV 60′(20′) flying 240′(80′); #AT 2 claws; D 1-4/1-4 + delusion; Save M5; ML 6; AL C; XP 750 each

2. Twenty camels are penned in a rope corral. The smell is noticeable even above the other smells of the city. A man is whipping one of the camels that has been slow to respond to orders. The camel breaks loose and rips through the rope corral; the rest of the camels stampede into the narrow passage, heading directly for the PCs.

Camels (10): AC 7; HD 2; hp 8 each; MV 150′(50′); #AT 1 bite/1 hoof; D 1/1-4; Save F1; ML 7; AL N; XP 20 each

3. Giant scorpions lurk in dark corners throughout the city. Three rush out of a small tent as the PCs pass by, and attack! If the PCs enter the tent after the scorpions are dead, they find six dead nomads.

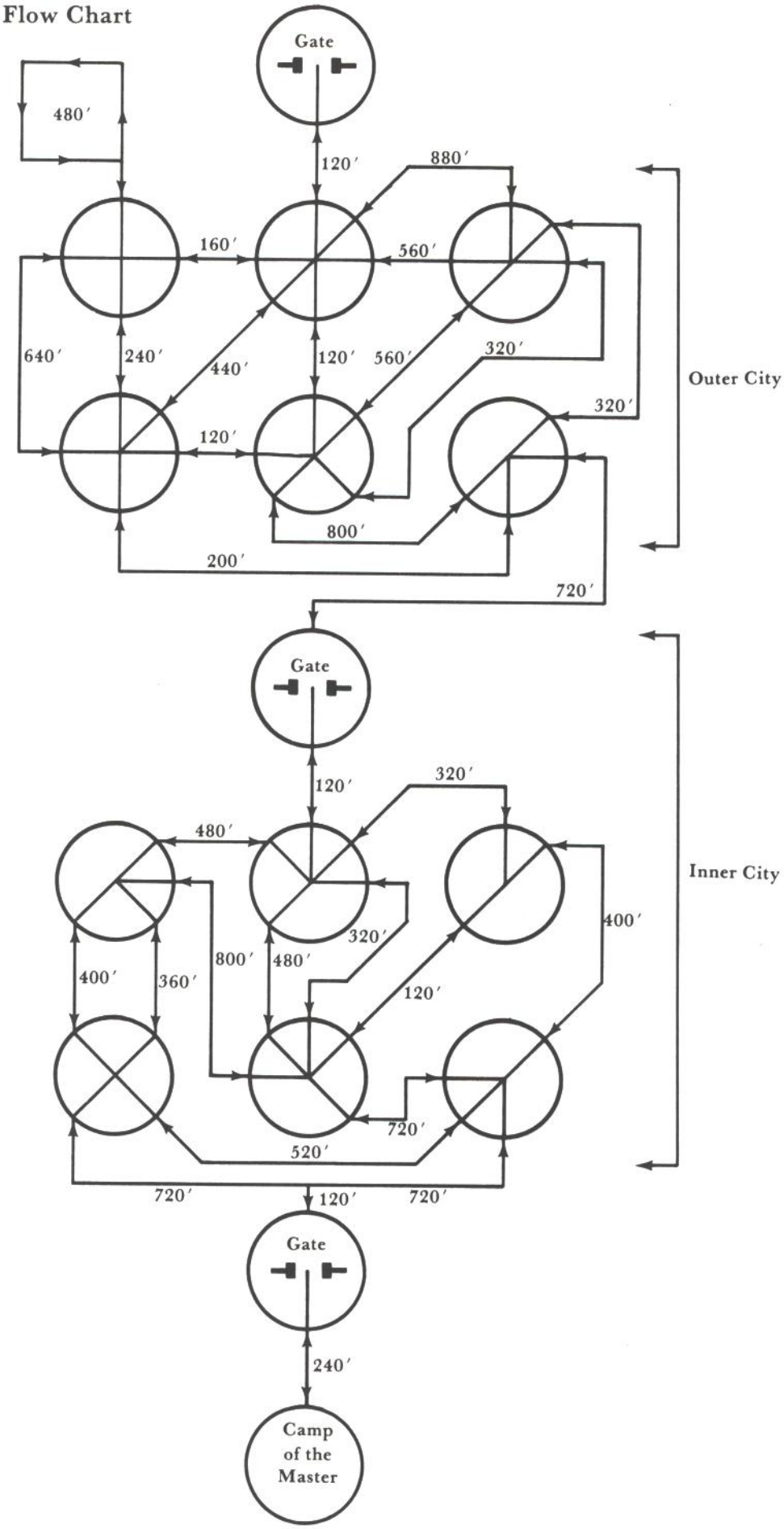
Scorpion, Giant (3): AC 2; HD 4*; hp 16 each; MV 150′(50′); #AT 2 claws/1 sting; D 1-10/1-10/1-4 + poison; Save F2; ML 11; AL N; XP 125 each

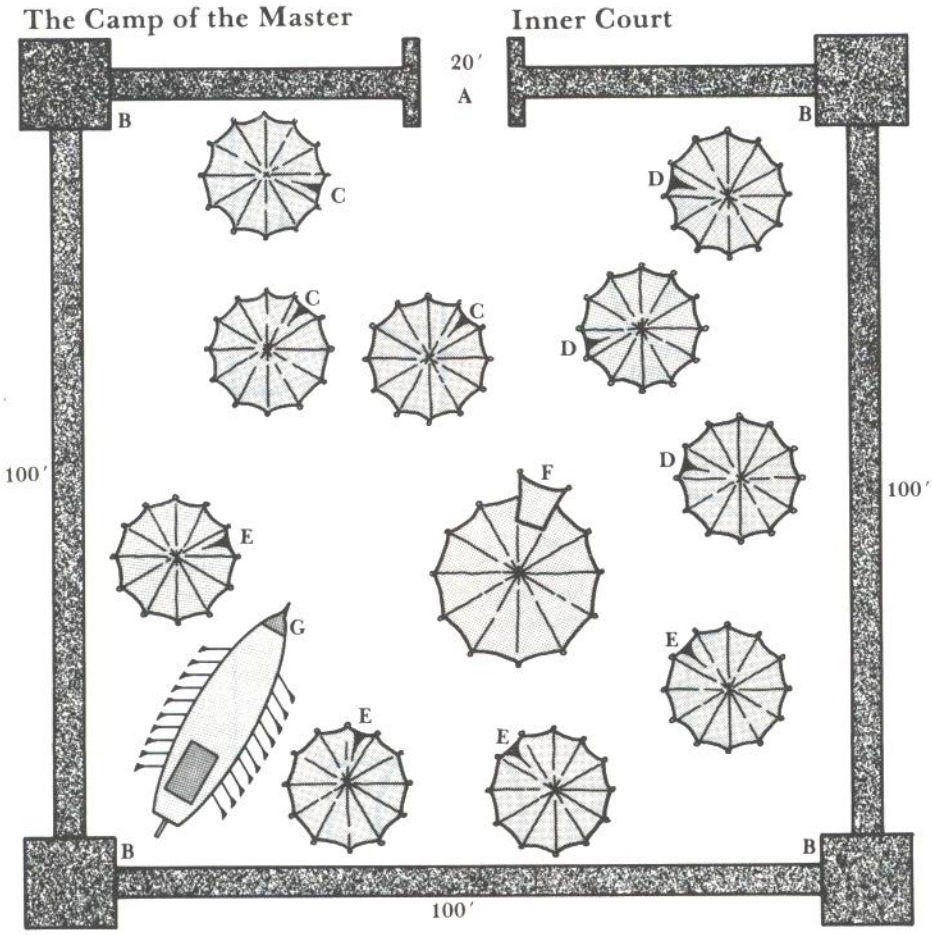
4. Ten trolls, skirmishers in the Desert Nomad army, are on leave. They are picking fights with peasants and stealing anything that isn't nailed down. They decide that the PCs look like a good target.

Troll (10): AC 4; HD 6 + 3*; hp 52 each; MV 120′(40′); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10(8); AL C; XP 650 each

If the PCs get in a fight or otherwise show off, there is a chance that a patrol of City

The City of Sayr Ulan Flow Chart





Watchmen (identical to the gate guards) will arrive and try to take the party into custody. You should set the chance of this happening by the behavior of the PCs—the more outrageously they behave, the greater the chance of attracting attention. The minimum chance should be about 25%; the maximum chance can be 100% if the PCs are behaving particularly stupidly. The watch will try to arrest the PCs only if someone is seriously hurt or is about to be hurt. The watch are unimpressed by simple arguments or common brawls—these are far too common in a Chaotic army.

If the PCs get into a fight with the City Watch, another patrol of Watchmen, identical to the first, arrives every 5 minutes. Soon, the entire city is alerted. If the PCs wisely flee, run a chase as described in THE INVASION OF AKESOLI chapter until the PCs escape.

If there is a fight with the City Watch, the guards at the gate to the Inner City are automatically suspicious and careful.

The Inner City

The Gate to the Inner City is more carefully guarded than the Gate to the Outer City, but there is still a good deal of traffic passing through. The guards ask each person entering the city what his business is. Any reasonable answer (visiting relatives, I live here, etc.) will satisfy the guards. If the PCs got into a fight with the City Watchmen in the Outer City, the Inner City guards are on the lookout. There is a 25% chance the Inner City guards will recognize the PCs unless the PCs have changed their disguise or taken other precautions against recognition. If the PCs are recognized, the guards try to arrest them.

The PCs can try to sneak over the wall that surrounds the Inner City rather than passing through the gate. There is a 25% chance that a party of Outer City Watchmen will see them climbing over the wall and sound the alarm unless the PCs are *invisible* or have taken equivalent precautions.

The Inner City is a little less horrid than the Outer City. There is a 1 in 3 chance of an encounter each time the PCs enter a circle on the chart; use Hazard Table 2a below. The Inner City guard patrols are identical to the Outer City.

Hazard Table—Inner City of Sayr Ulan

1. As the PCs pass one of the larger and more elegant tents, a man steps out and says, "Hsst! Come inside! I know who you are and I can help you." If the PCs enter the tent, they see the man, who is tall and handsome, and three beautiful women. The tent is elegantly and expensively furnished.

   All four are actually vampires, secretly feeding off the troops of The Master's army. The man, whose name is Abdul, wears a *Medallion of ESP*, which has enabled him to discover the PCs' true identities and mission. These vampires care nothing about the war or The Master; they are here because an army is an easy source of victims. In order to lure the PCs, he gives them information about the city, the gate into the Innermost Court of The Master, how the guards are structured, and any other information the characters request. As soon as he can get the PCs into an unguarded position, he and his wives attack.

Abdul (Vampire): AC 2; HD 9**; hp 42; MV 120′(40′); flying 180′(60′); #AT 1 touch or special; D 1-10 + double Energy Drain or special; Save F9; ML 11; AL C; XP 2,300

Vampire Wives (3): AC 2; HD 7**; hp 28 each; MV 120′(40′), flying 180′(60′); #AT 1 touch or special; D 1-10 + double Energy Drain or special; Save F9; ML 11; AL C; XP 1,250 each

The coffins of the four vampires are concealed behind a curtain. Their treasure is located in the four coffins. The vampires have a treasure of 12,000 gp, 3,000 pp, and 30 pieces of jewelry worth 18,000 gp (worn by the wives). They have the following magic items: a *Medallion of ESP* (worn by Abdul), a *rope of climbing*, *boots of levitation* (owned by a thief who once tried to burgle their tent), and a *skull of prophecy*. The latter item is a

skull of a powerful cleric that has been specially enchanted to answer three yes or no questions each week (acts as a *commune* spell).

2. A young urchin, a street beggar, approaches the PCs and asks for money. If the PCs refuse, he follows and continues to pester them. If the PCs give him 1 gp or more, he first bites down on the coin to see if it is real, then begins to bless them loudly for their incredible generosity, following them and shouting their praises. Immediately, 1d20 additional beggars approach and begin demanding money, complaining loudly if they don't get any, and praising loudly if they do. If these beggars get money, another 1d20 beggars show up, and so on. The beggars are all Normal Men and do not fight.

3. A party of four fire giants wearing gleaming bronze armor are weaving through the crowded streets. Each is carrying a huge earthen mug filled with beer. They are obviously drunk, and are singing obscene songs in the fire giant language. They pick a fight with any party that looks at all tough, such as the PCs.

Fire Giants (4): AC 4; HD 11 + 2*; hp 66, 50, 70, 40; MV 120′(40′); #AT 1 sword; D 5-30; Save F11; ML 9; AL C; XP 1,900 each

Each giant is carrying 4,500 gp and 10 gems worth 2,000 each in a belt pouch. One giant has a *potion of growth,* one has a scroll of *protection from magic,* one has a *cursed scroll* (reader turns into a frog, saving throw vs. Spell for no effect), and one has a *ring of animal control.*

4. A nest of three cockatrices is hidden in a large pile of refuse. When the PCs come by, the cockatrices attack!

Cockatrices (3): AC 6; HD 5**; hp 20, 18, 24; MV 90′(30′), flying 180′(60′); #AT 1 beak; D 1-6 + petrification; Save F5; ML 7; AL N; XP 425 each

5-6. Roll on Outer City Hazard Table.

The Camp of the Master

A wall built from heavy timbers stands in the center of the city of Sayr Ulan; the wall is topped by sharpened spikes. Within this wall is The Master's camp. A third gate leads to the Camp of The Master.

This gate is heavily guarded by 12 stone giants (AC 4; HD 9; hp 36 each; MV 120′(40′); #AT 1 rock club; D 3-18; Save F9; ML 9; AL C; XP 900 each) commanded by a 5th level magic-user (AC 3; hp 15; MV 120′(40′); #AT 1, *dagger +1*; D 1-4 +1; Save M5; ML 10; AL C; XP 600. Spells: *detect magic, sleep, detect good, detect invisible, dispel magic*). The guards at the gate demand a good reason before letting anyone pass. The magic-user checks everyone who enters with a *detect good* spell, and also has an operating *detect invisible* spell.

Be fairly strict in adjudicating any strategies the players come up with to overcome this obstacle; the guards here are strict and reliable in performing their duty.

Normal Camp Watchman parties continually patrol the wall, and sound the alarm if they detect anyone trying to go over the wall. There is a 50% chance per round that a City Watch patrol will be in sight of the PCs if they try to go over the wall. If the PCs go to a section of wall not in range of the magic-user's *detect invisible* spell, go *invisible*, and climb over, they may be successful.

The Outer Court of the Master's Camp

The Camp of The Master also has an outer and an inner section. In the outer section there are numerous campfires and tents occupied by soldiers of the Legion of Doom. There are approximately 240 2nd level fighters, 40 3rd level magic-users, 20 stone giants, and 2 stone juggernauts in the camp. If they become alerted to the PCs presence, use BATTLESYSTEM™ rules to run any battle or chase that results. The soldiers in the outer section are not particularly alert, but will respond to any untoward disturbance or alarm.

The Inner Court of the Master's Camp

Approximately 120 feet inside the wall is a second stockade wall. A gate leads inside to the inner courtyard where The Master and his elite servants reside. This gate is guarded by a patrol identical to the patrol along the outer gate, and the perimeter of the inner wall is patrolled by the City Watch. There is a 100% chance of a City Watch patrol being in sight of the PCs at all times.

Refer to the map showing the layout of the Inner Court of the Camp of The Master.

A. Gate to the Inner Court.

B. Watch Towers. Each tower is occupied by a 5th level magic-user, identical in stats and spells to the commander of the Gate Guards. Each keeps a *detect good* and *detect invisible* spell operating on the section of wall for which they are responsible.

C. Guard Tents. Each tent is occupied by four stone giants, currently off duty.

D. Guard Tents. Each tent is occupied by four 5th level magic-users, currently off duty.

E. Courtiers. Each tent is occupied by courtiers who serve The Master. One tent is filled with The Master's harem, another with The Master's executive assistants, another with royal hostages of the realms that are subject to him. These hostages will not leave or fight on the side of the PCs unless the Desert Nomad armies are completely defeated.

F. Tent of The Master. See the section that follows for a complete description.

G. Airboat. This airboat carries its skeleton crew and is ready for The Master's escape, if need be.

The Master's Tent

The largest and most opulent tent in the Inner Court is occupied by The Master and Alrethus, his chief aide (if Alrethus survived the battle with the Allied Expeditionary Force).

The tent is approximately 30 feet in diameter, made of the finest silks embroidered with gold. The floor of the tent is carpeted in the finest hand-made rugs, each worth over 5,000 gp. The furnishings are made of gold, silver, and platinum; many are studded with gems. The total value of the tent and its furnishings is 250,000 gp.

A long damask-covered table is piled high with gourmet delicacies. A mahogany desk is obviously where The Master works. A luxurious canopied bed occupies a large part of the room. In one corner is a strange, pulsing red gem on an elaborate wrought gold pedestal—the *Soul-Gem of Thanatos.*

Stone giant guards flank the front entrance to the tent. The PCs can enter through the front, or they can slice through the tent material and enter from any point. Whenever the PCs enter the room, The Master is sitting at his desk, writing with a huge quill pen. If Alrethus is still alive, he is standing at The Master's side. The Master looks up as the PCs enter, and says,

> "Welcome. I have eagerly awaited your arrival, both for what you've done—and for what you carry."

In the encounter that follows, The Master's goal is to take the *Crystal Dagger* to insure the safety of the *Soul-Gem of Thanatos.* However, the dagger is so aligned against evil that neither The Master nor Alrethus will actually touch it. This makes it easier for the PCs to retain the weapon and destroy the

Soul-Gem. See the special encounter, Quest for the Soul-Gem for more details.

If the PCs were captured in the battle, they are put to sleep by The Master's powerful magic, and brought to The Master's tent. All their magic items are taken and placed on the long table—including the *Crystal Dagger of Cymorakk*.

The Master believes he has nothing to fear from the player characters, so he is quite careless about guards, confident he can handle the situation himself. When the PCs start firing spells and trying to grab their magic items from the table, The Master laughs. "Go ahead," he says. "Resistance is futile, as you will see."

The Final Conflict

The Master cannot be harmed by anything the party does. Damage done to The Master heals the next round. Magic that immobilizes The Master affects him for only one round. Even the *Crystal Dagger* does no harm if used as a weapon against The Master himself. Because of this, The Master toys with the party. He uses his magic in a non-lethal fashion. As he does so, he talks to the PCs about the hopelessness and futility of their actions, laughing sinisterly as he does so.

> "It has amused me to watch your movements against me," he says. "They were as futile as they were resourceful. Your diplomacy will come to naught; my forces are too powerful. And now, you are in my power, and you have brought me the only item I feared—the *Crystal Dagger of Cymorakk*. For that, I shall make your deaths painless and quick."

If the PCs still have the *Crystal Dagger*, The Master uses all his spells and resources to capture it. If he obtains the *Crystal Dagger*, he laughs and says, "Now, even your last hope is gone, and soon your life-force will be sacrificed to the *Soul-Gem of Thanatos*! Poor, pitiful wretches. Did you really believe you could defeat me?"

The only way The Master can be defeated is for a PC to plunge the *Crystal Dagger of Cymorakk* into the heart of the *Soul- Gem of Thanatos*, thereby destroying both objects. The PC who does this immediately takes 100 hp of electrical damage (saving throw vs. Death Ray for half damage) and drops unconscious for 1-10 rounds (no saving throw).

> When this takes place, both artifacts explode in a blinding light. The Master screams, "NO! NO! NO!" and then turns to you. "You have no idea what you've done! I'll crush you! I'll destroy you! How dare you!" Within second, The Master has aged centuries.

The Master will survive five more rounds of combat. With each round, he becomes older and older. His face wrinkles and his hair vanishes. His skin pulls tightly to his bones, giving him a skeletal look. The aging process is rapid and horrible to behold. The damage caused by the PCs no longer vanishes after a round (but The Master still cannot die until the five rounds are up).

When the fifth round begins, The Master automatically wins initiative, but does not attack.

> Suddenly, The Master stops fighting and looks up, ignoring you. He speaks to a presence only he can see, "I need more time! You promised me power enough to do your will! It isn't fair to take it away now! I was faithful to you! Don't abandon me! Don't...no! NO!"
>
> With the last plaintive cry, The Master begins to decay before your eyes. The flesh melts from his bones and the skeleton itself begins to crumble. Within moments, only a pitiful pile of dust and a spreading stain of decay on the carpet remains.

If Alrethus is still alive, he runs for the airboat outside. If he reaches it first, he commands it to fly away, and Alrethus is never seen again (until the next time).

Escape From Sayr Ulan

The last cries of The Master have alerted all the guards. Such news travels fast, and the PCs will shortly find the entire city aroused against them.

The easiest way for the PCs to escape is by commandeering the airboat and flying away. The skeletons will obey the commands of anyone who holds the tiller at the stern of the boat.

If the airboat is gone, or the PCs do not think of using it, they must escape through the streets of Sayr Ulan. The entire town is (or shortly will be) aroused against them. Roll twice each turn (10 minutes) for additional pursuit; the chance of additional pursuit is 50% each roll. If the dice indicate more pursuit, there is a 25% chance of an Inner Gate guard patrol (stone giants and magic-user), a 50% chance of a City Watch patrol, and a 25% chance of a party from the Outer City Hazard Table.

Once the PCs escape Sayr Ulan, use the strategic level map to record their movement back to civilization.

Aftermath of the Great War

As soon as The Master is destroyed, all Desert Nomad units suffer an immediate penalty of -40 to BR. Units of countries allied to the Desert Nomads suffer an immediate penalty of -20 to BR. However, the war continues in spite of The Master's death until either all the civilized lands are conquered (this is still a possibility) or until the Desert Nomads and their allies have lost 50% of the units with which they started the war. When this happens, the remaining Desert Nomad units retreat off into the Sind, never to be seen again.

If a country allied to the Nomads loses 50% of the forces with which it began the war, it retreats into its own borders and fights only to keep itself from being conquered by Darokin or its allies.

When the PCs return to the city of Darokin (or, if Darokin has fallen, to whatever city is currently the headquarters of the Darokinian Army), they are welcomed as befits great heroes. They are knighted and given military honors and decorations. In addition, each party member is given an estate in Darokin that provides an annual income of 10,000 gold pieces. This money can be collected once per game year whether or not the PCs decide to live on their estates. If the PCs decide to manage the estates personally, and become citizens of Darokin, the annual income from the estates doubles to 20,000 gp. PCs can build country estates or castles with the money.

A war of this scope should result in permanent changes in the D&D® game campaign world. The pattern of alliances that developed should help determine friendships among the countries for years to come. The PCs are heroes in Darokin and in the allied nations, but are considered evil conquerors in the nations that allied with the Nomads. It is possible that the defeated nations may try to assassinate the PCs.

Now that every nation in the D&D® game campaign world has a standing army, you may choose to have other wars occur from time to time. Countries go to war for a variety of reasons: honor, natural resources, money, expansionism. The victorious countries may decide to annex portions of the defeated nations, thereby changing the political map

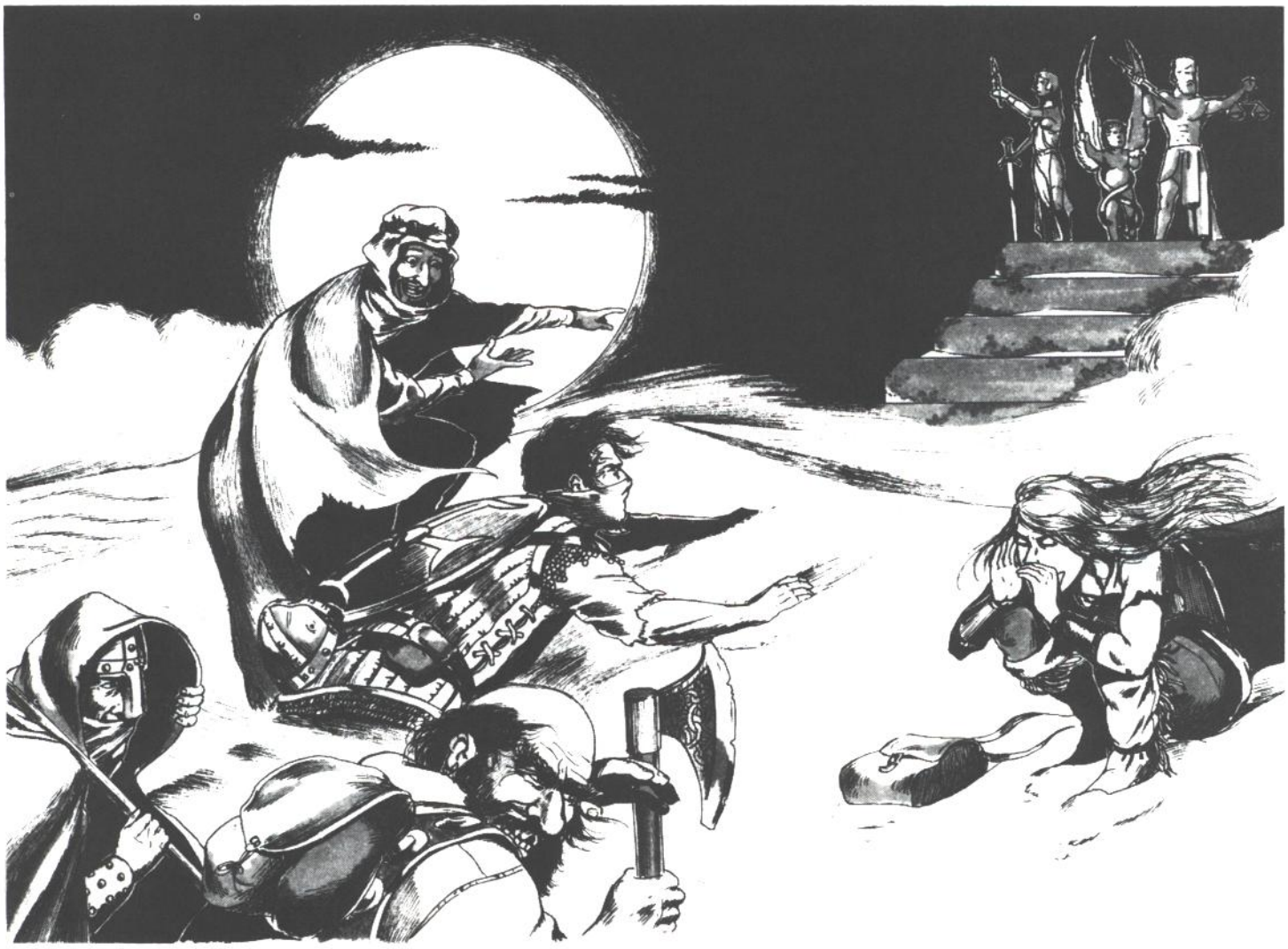
of the world. The defeated nations may decide to get revenge, or to throw the foreign oppressors out.

These wars can provide a springboard for many more adventures. The PCs can lead armies into battle, using either the War Machine or BATTLESYSTEM™ rules, or they can find themselves adventuring in an area that suddenly becomes a battlezone.

If your campaign is ready to move from the D&D® Expert Set into the D&D® Companion Set, your characters may decide to leave the civilized lands in the south for the new wilderness in Norwold, described in *CM1, Test of the Warlords*. Even if characters move to Norwold to seek their fortunes and to build nations of their own, continue to keep track of political and military events in the south. Perhaps the PCs will find that they cannot leave behind the lands where they began their adventuring careers as easily as they thought.

In the D&D® Basic Set, you began your campaign as a series of dungeon adventures. In the D&D® Expert Set, you have added the great wilderness to your campaign. In this adventure, your characters have become involved for the first time in the great political affairs of the world—which is one of the things the exciting D&D® Companion Set is all about.

One phase of your campaign is coming to an end, but a new and exciting phase is just about to start!



THE WAR MACHINE REDUX

The War Machine is a system of game rules designed to resolve large battles in the D&D® game, and appears in full in the D&D® Companion Set. Only part of the War Machine system is reprinted here; for the complete system, refer to the D&D® Companion Set.

The large-scale movement rules are new, and are applicable only to this adventure, or to another adventure when the map scale is 1 hex = 24 miles and 1 game turn = 1 week. This scale has required several minor modifications to the War Machine rules that should not be applied in general. Those modifications are noted where they appear.

How It Works

Each body of troops (called a "force") is given a rating that defines their quality. When combat occurs, this "Battle Rating" (BR) is modified for battle conditions (terrain, number of opponents, morale, etc.). Each player then rolls d% and adds the modified BR of the troops. The high total wins the battle.

When a force is first hired and outfitted, you must calculate its "Basic Force Rating" (BFR) and the "Troop Class." For the various military units in this adventure, those calculations have already been made. The BFR is modified to calculate the BR, but the BFR is not used in combat. The BR and Movement Rate (MV) are printed on the counter. The Troop Class and number of troops in each unit are given in the Armies booklet.

If you want to learn how to calculate BFR, BR, and Troop Class, you will need to have the complete War Machine. However, you can use the following system to create an approximate BR as follows:

Quick Battle Ratings

The following "Quick BR System" will give an approximate BR for most troops. If you have an extremely powerful force (because of level, abilities, hit dice, etc.) you will probably be better off with the full process.

Quick BR Chart

a. Start with the Leader's level: +_____

b. Add ONE of these, based on the average Hit Dice of the force:

Less than 1:	20
1 to 2+:	30
3 to 4+:	40
5 to 6+:	55
7 to 8+:	65
9 or more:	80

Hit Dice Factor: +_____

c. Add if the force has any

archers: +10 +_____
spell casters: +10 +_____
beings with spell-like ability: +10 +_____
flying beings: +10 +_____

d. Add the maximum damage per round of the most numerous creature type: +_____

QUICK TOTAL BR: _____

Dividing a Force

To use the War Machine in a battle, each side must have the same number of forces or armies. If one side has a greater number of forces than the other side, the side with fewer forces must be divided in such a way that both sides have the same number of forces or armies. The divided forces may keep the original BR of the force if all troop types are divided evenly among the new forces. If the troops are not evenly divided, a new BR must be calculated for each new force. If you are not playing with the full War Machine rules in the Companion Set, you are *strongly* urged to keep force divisions proportional for ease of play.

Example: 1,000 orcs (BR 72) meet 3 other forces: 200 elves (BR 83), 400 men (BR 70), and 140 dwarves (BR 88). The orcs must therefore split into 3 forces. The owning player decides to divide them into two units of 333 each and one unit of 334, thus maintaining the current BR (72). Different combinations, with different BRs for each, are possible; however, the minimum size of a force is 10 individuals per force.

The players choose opponents. The force with the highest BR (in this case, the dwarves) picks an opponent first. The next highest-rated force (in this case, the elves) choose next. The third highest-rated force is the orcs, who then get to choose. In this case, only the men are left. However, if the orc force had split into three units of different sizes and different BRs, the order of choosing opponents would have been more important.

Determining Combat Results

Modifying the Battle Rating for Combat

When a battle occurs, the BR of each force is modified based on the troop ratio, Morale, environment, terrain, fatigue, and other factors. The modified BR is used to determine the actual combat results.

To modify the BR of each force, add or subtract all of the following adjustments that apply. The adjustments are explained in the notes that follow the tables.

1. Troop Ratio (use only one per battle):

+15 if 1.5 to 1
+30 if 2 to 1
+45 if 3 to 1
+60 if 4 to 1
+70 if 5 to 1
+80 if 6 to 1
+90 if 7 to 1
+100 if 8, 9, or 10 to 1
+110 if 11-15 to 1
+120 if 16-20 to 1
+130 if 21-30 to 1
+140 if 31-40 to 1
+150 if 41-50 to 1
+160 if 51-60 to 1, etc.

2. Morale (use all that apply):

+10 if force is in dominion of their liege
+10 if they have beaten this foe before
+10 if Troop Class is 2 levels higher than the enemy
+30 if attacking enemy "On the March"
-10 if any accompanying force has routed

When using 1 hex = 24 mile scale, an accompanying force is any friendly force in the same or adjacent hex during the current game turn.

3. Environment (use all that apply):

+25 if in extremely favorable environment
-25 if in extremely unfavorable environment
+20 if the entire force in a night battle has Infravision

4. Terrain (use all that apply):

+20 if higher than opponent
+20 for Halfling force in fields or woods
+10 for Elven force in woods
+20 for Dwarven force in hills or mountains
-20 for force with mounted troops in mountains, woods, or stronghold
-20 for force in mire (marsh/mud)*
-10 for force on shifting ground (snow/sand)*

*Does not apply to troops properly equipped and trained for that terrain, or native to the terrain, e.g., desert nomads in the desert.

5. Immunities (use only 1 per force):

+150 if force is immune to enemy's attacks
+50 if 1% or more of force is immune to enemy's attacks
+50 if force is immune to 80%-99% of enemy's attacks

6. Fatigue (use only 1 per force):

-10 if force is moderately fatigued
-30 if force is seriously fatigued

DEFENDER ONLY ADJUSTMENTS: (Ignore if all attackers can fly; use only half of adjustment if 5% or more of attackers can fly.)

+10 if defending in place (holding)
+50 if defending a narrow defile, pass, or bridge
+40 if attacker must cross deep water (including river)
+20 if defending in mountains, hills, or rough terrain, or behind a wall
+50 if force is in a stronghold (and see "Sieges")

Explanation of Adjustments and Terms

1. Troop Ratio: Find the total number of troops in each force, and divide the larger number by the smaller. Fractions are rounded in favor of the defender. *Example:* If the total is 1.5 to 1.99, the 1.5 ratio is used, and so forth. Only the larger side benefits from this adjustment, and only one benefit applies.

Steeds are only counted as members of a force if their primary function is fighting (such as dragons) and not transportation (such as horses).

2. Morale: This reflects the confidence of a force. Troops that fight in their home territory, that know that they can beat an opponent, or are of superior quality to the foe may benefit from one, some, or all of these.

3. Environment: Certain conditions may harm or help a force. Goblins in the daylight are at a disadvantage, as are fire giants in the snow.

4. Terrain: In many cases, the ground on which the battle is fought will give an advantage to one side or the other. Apply as many of these modifiers as fit each force. Note that some modifiers apply only to defenders.

Determining the Defender: When two forces arrive at the same location, they must stop moving. If both forces choose to defend, neither gets the defender bonus. (See also the special Movement Rules, which help define the defender when using the 1 hex = 24 mile map scale.)

5. Immunities: This reflects the advantage possessed by some creatures who cannot be hit by normal weapons; gargoyles and lycanthropes are some examples.

6. Fatigue: Troops may become fatigued as a Combat Result of a previous battle (see the Combat Results Table) or because of a forced march.

Tactics

Before each battle, each commander secretly chooses a Tactic from the Tactics Table. To indicate the choice, place a d6 on the table in front of you with the number of the plan face up, and cover it with your hand so that your opponent does not see the number. After both players have calculated the modified BR of their forces, but before they have made their Combat Rolls (see Determining Combat Results) both players reveal their tactical choices at the same time. (Remember, the d6 is not rolled randomly; the die is placed to show each player's choice of tactic. Do not use the same die that is used for making Combat Rolls.) If it is convenient, each player can write his tactic number on a scrap of paper and reveal it at the proper time.

Cross-reference the two Tactics using the Tactics Table. If the result is NC/NC, no battle occurs. All other outcomes are added to the result from the Combat Results Table. (NOTE: It does not matter which side is Side A and which is Side B.)

Combat Results Table

Difference W:L	Casualties W:L	Fatigue W:L	Location
1-8	0:10%	N:N	F:R
9-15	0:20%	N:N	F:R
16-24	10%:20%	N:M	F:R
25-30	10%:30%	N:M	F:R+1
31-38	20%:40%	M:S	R:R
39-50	0%:30%	N:S	F:R+2
51-63	20%:50%	M:S	F+1:R+3
64-80	30%:60%	M:S	F+1:R+3
81-90	10%:50%	N:S	F+3:R+2
91-100	0%:30%	N:Rout	F+3:Rout
101-120	20%:70%	N:Rout	F+3:Rout
121-150	10%:10%	N:Rout	F+3:Rout
151+	10%:100%	N:——	F+5:——

Notes:

Attack+ = forceful attack to overrun
Attack = close and combat
Envelope = attempt to encircle foe
Trap = lure foe to an ambush
Hold = stand fast at all costs
Withdraw = retreat rather than fight
C1, C2, C3 = casualties are increased by 10%, 20%, or 30%
C-1 = casualties are decreased by 10%
+10, +25, etc. = add this number to the force's BR
-10, -25, etc. = subtract this number from the force's BR
NE = no effect
NC = no combat occurs, no losses are inflicted

Combat Rolls

After players have determined the result from the Tactics Table (see Tactics), each player rolls d% (a Combat Roll), and adds the modified BR to the Combat Roll result. The total is the Combat Result. The player with the highest Combat Result wins the battle.

Applying Combat Results

When the winner and loser of a battle have been identified, determine the effects of the battle (casualties, fatigue, location, etc.) as follows:

Subtract the loser's Combat Result from the winner's Combat Result, and find the difference in the left-hand column of the Combat Results Table. This line of the table lists the result for both forces.

Immediately subtract casualties from each force from the total in the Armies booklet. If one or more sides are Fatigued, place Moderately Fatigued or Seriously Fatigued markers on the units on the game map.

When using the 1 hex = 24 mile scale, "Location" results (except "Rout") are used only when one force chooses to leave the battlefield (see "Withdrawal," below). A Location result of "Rout" means that the routing force ceases to exist as an army; see the section on "Routed Units" for more detail.

Tactics Table

Side A	1 Attack+	2 Attack	3 Envelope	4 Trap	5 Hold	6 Withdraw
Side B						
1 Attack+	C2/C2	-20/C2	C1/+10	+20/C2	-25/C2	C3/+20
2 Attack	C2/-20	C1/C1	-10/C1	+10/C1	C-1/NE	C2/+10
3 Envelope	+10/C1	C1/-10	NE/NE	-20/C-1	C2/+20	C-1/+10
4 Trap	C2/+20	C1/+10	C-1/-20	NE/NE	C-1/-20	C-1/C-1
5 Hold	C2/-25	NE/C-1	+20/C2	-20/C-1	NC/NC	NC/NC
6 Withdraw	+20/C3	+10/C2	+10/C-1	C-1/C-1	NC/NC	NC/NC
	A/B	A/B	A/B	A/B	A/B	A/B

Explanations:

W = Winner
L = Loser
#% = The percent of the force killed or wounded. Round fractions up.
N = The force is not Fatigued.
M = The force is Moderately Fatigued.
S = The force is Seriously Fatigued.
F = The force holds the battlefield after the battle.
R = The force must retreat from the field.
R + # = The force must retreat that number of terrain units (see SCENARIO RULES).
F + # = The force may advance that number of terrain units (see SCENARIO RULES).
Rout = The force ceases to exist as such. Survivors will appear at home 1-10 weeks later.
—— = The force is completely destroyed. No survivors will reach home.

Combat Result Notes

Casualties: When subtracting casualties, consider half of them as dead and the other half as wounded. Until they return to action, they cannot be considered as part of that force's current troop strength.

If a force holds the field after the battle, wounded troops can return to action in 4-16 weeks. If a force retreats from the field, treat all wounded as killed. If a unit with wounded troops receives a Rout result in combat, all wounded troops are automatically considered to have been killed.

When a force contains mixed troops (such as trolls and goblins), the casualties must be split as evenly as possible between them.

In this adventure, make a note after each battle of how many wounded troops, if any, are with the unit. Roll 4d4, and note after each group of wounded troops the week/game turn they can return to action.

Fatigue: Moderately fatigued troops return to normal in 1 game turn. Seriously fatigued troops become moderately fatigued after 1 game turn. Fatigue has an effect on combat and on Forced Marching (see *Scenario Rules*).

Location: Location results are described fully in the complete War Machine rules in the D&D® Companion Set. They are applied when the map scale is a smaller ratio, such as 1 hex = 1 mile. See the Conducting Battle rules that follow on multiple rounds of combat during a single turn, and effects of victories won in previous rounds.

Mercy

After a battle is fought and casualties have been determined, the winner of the battle may choose to show mercy to the loser. If so, this must be declared before the loser's casualties have been subtracted. When Mercy is shown, apply the following effects immediately:

1. The loser's casualties are cut in half.

2. All wounded may be recovered, even if the loser has been driven from the field.

3. A +2 bonus applies to all the loser's future Reaction Rolls involving the winner (including both leaders).

4. If the loser fights the winner again within 52 weeks, the loser receives a -20 penalty to BR for that battle.

Sieges

If a force inside a city or town hex is attacked by another force, the force inside the town or city hex is automatically considered the defender. If the defender chooses to leave the town or city hex, either to face the enemy head-on or to attempt an escape, the battle is resolved normally. If the defender remains inside the city or town hex, a siege occurs. Use the following rules for sieges.

In a siege, the defender receives the following benefits:

1. When calculating the Troop Ratio, multiply the number of defending troops by 4.

2. The defender ignores any "Rout" results.

3. All defender casualties are reduced by 50%. Round all fractions up.

The attacker has the following options:

1. The attacker can attack normally, using the above rules; OR

2. The attacker can "besiege" the defender by surrounding the town and keeping the defenders within the structure. This adds +5 to the attacker's modified BR for each week of the siege (the adjustment vanishes when the siege ends). This BR bonus represents the building of siege engines, and mining to weaken the defender's position.

Each week that a siege lasts, the attacker can choose to make a normal attack against the defender, or continue to besiege. If he attacks, the attacker adds the +5 BR/per week that he has earned so far. He does not receive a +5 BR bonus in the week of the attack (the army was preparing for the assault instead).

In a siege, the defender's ability to resist depends upon his food supply. If the defender has clerics of enough power to create magical food and water for the besieged force, the defender can resist a siege indefinitely. If not, the defending player must determine how long the food supply inside the city or town will last (if no number suggests itself, use 4 weeks). Once food is exhausted, the defender loses 10% of his troops (not BR points) each week until the siege ends.

War Machine Optional Rules

The War Machine optional rules concerning Character Actions, Surprise, Leader Loss, and PC Heroics are not used in this adventure. Any battle involving PCs should be fought using the BATTLESYSTEM™ rules. When using War Machine rules to fight battles on the map that do not involve PCs, the DM should command Desert Nomad forces while the players control Darokin forces.

Scenario Rules

The following rules apply only to this adventure and to wars fought on a 1 hex = 24 mile map and a 1 game turn = 1 week time scale. They replace and supercede all War Machine rules concerning Troop Movement from the D&D® Companion Set for this purpose.

Game Map

A large map is provided in the game. Because this adventure normally takes several playing sessions to complete, try to find a place where the map can be left set up. If you cannot, you will have to record the hex location of the various armies at the end of each playing session in order to set up again for subsequent playing sessions.

The map scale is 1 hexagon (hex) = 24 miles.

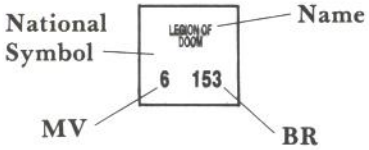
During play, use small pieces of tape to hold down the corners of the map. This keeps the map stationary and taut.

Game Pieces

A sheet of counters is provided in the game. The individual counters represent the forces that make up the armies of the individual kingdoms throughout the D&D® game campaign world. These counters are "units." Other counters, called "markers," represent

other game functions: keeping track of game turns, recording the fatigue level of individual units, and showing which units are currently encamped.

A sample counter is shown below:



Time Scale

The time scale in this adventure is 1 game turn = 1 week. Up to three rounds of combat may be fought in a single game turn. The counter sheet contains counters marked "x1" and "x10." Place the "x1" counter on Turn 1 of the Game Turn Track on the game map to begin the game, and advance it one space at the conclusion of each game turn. When the game reaches Turn 11, place the "x10" counter and the "x1" counter both on the Turn 1 space. Move the "x10" counter ahead one space for each ten game turns.

Order of Play

The Desert Nomads and their allies move first in a game turn, and Darokin and its allies moves second.

Movement

The map scale is 1 hex = 24 miles. Each unit has a Movement Rate (MV) in hexes. Infantry units have an MV of 4, cavalry units have an MV of 6, and the party of player characters has an MV of 10. (Note that there are two counters provided for the PCs; this allows the party to split up if desired. If the PCs splits into more groups than there are counters, make new counters or use the backs of counters not currently in use.)

A unit may use some, none, or all of its movement rate each game turn. A unit's movement rate can be affected by terrain, by fatigue, by supply status, or by forced marching. A unit cannot store up movement from turn to turn.

Terrain Effects on Movement

Terrain conditions affect movement rates according to the following table:

Terrain Table

Terrain Type	Movement Effect
Clear	No Effect
Forest(1)	Move 1/2 Normal
Hills(2)	Move 1/2 Normal
Road/Pass/Trail	Move 2x Normal
Mountains(3)	Move 1 Hex/Turn
Steppes	No Effect
River	Costs 2 MV Points to Cross
Lake	Impassable
Plateau	Costs 3 MV Points to Cross
City/Town	No Effect
Broken Lands(3)	Move 1 Hex/Turn
Desert(4)	Move 1/2 Normal
Ocean(5)	Impassable
Swamp/Mire/Marsh	Move 1/2 Normal

NOTES:
1) No penalty for halflings or elves
2) No penalty for halflings or dwarves
3) No penalty for dwarves or gnomes
4) No penalty for desert inhabitants
5) Certain units can travel across oceans as special ability; see Order of Battle

Forced Marches

A force may attempt a Forced March to increase its movement rate, but this might not be successful. To attempt a force march, roll 1d6 and consult the following table. A force that is Seriously Fatigued may not attempt a forced march.

Forced March Table

Troop	Die Roll					
Class	1	2	3	4	5	6
Untrained	F	F+M	F+S	M	M	M
Poor	F	F+M	F+S	N	N	M
Below Ave.	F	F+M	F+S	F+S	M	M
Fair	F	F+M	F+M	F+M	N	N
Average	F	F	F+M	F+M	N	M
Good	F	F	F+M	F+M	N	N
Excellent	F	F	F	F	F+M	S
Elite	F	F	F	F	F+M	F+M

F = Forced March successful; add 50% to MV for current game turn.
M = Force becomes Moderately Fatigued*.
S = Force becomes Seriously Fatigued.
N = Forced March fails, no fatigue.

*If force is already Moderately Fatigued, it becomes Seriously Fatigued with this result.

All results are cumulative. A result of F + S indicates that the Forced March is successful, but that the force becomes Seriously Fatigued afterward.

Interception Combat

Any unit that enters or passes through a hex adjacent to a enemy unit has been spotted. If the spotted unit continues to move in the same turn, the non-moving unit may be eligible to move and attack out of turn. This is called an interception attack.

A unit can be intercepted if it intends to leave the hex in which it was spotted and enter a hex that does not contain the unit that spotted it.

If the non-moving player wants to intercept, both players roll an Initiative die. If the non-moving player wins the roll, the interception is a success, and his units are immediately moved to the hex containing the intercepted units; the intercepted units cannot move until after the combat, when they can move normally. If the moving player wins initiative, the interception fails.

If an interception succeeds, the intercepting player must attack.

A unit can make several interception attempts in a single enemy movement phase, but it can participate in only one successful attempt (and attack) per turn. A single unit can be intercepted several times in a single move, as long as each interception is by a different force.

The interception procedure cannot be used to prevent a unit from moving directly from the hex where it was spotted to the hex in which the spotting units are located, for purposes of normal combat.

A player must decide if he will try for an interception at the time he becomes eligible to try it. If he refuses to try it, he cannot change his mind later.

Conducting Combat

To conduct combat, a unit must move into the hex occupied by an enemy unit. This ends the unit's movement for that turn. Once this is done, combat must occur. Up to three rounds of combat can occur in a single game turn. Each round of combat is fought according to the War Machine rules. Casualties are taken for each round.

For the first round of combat in a game turn, the player moving into the hex is the attacker, and the other player, the defender. For each subsequent round of combat, make a normal Initiative roll using 1d6. The winner of the roll chooses whether to attack or defend for the next round.

If, after three rounds of combat, neither force has been destroyed or routed, and neither force has elected to withdraw or retreat, the units remain in the same hex until the next game turn, and combat continues.

Either unit in a hex can attempt to withdraw from combat by choosing the Withdraw

tactic. If the opposing player chose anything other than the Attack + tactic, the withdrawing unit may move 1 hex away, regardless of whether the unit had already used its full movement rate for the current game turn, once combat for that round has been resolved. If both players choose Withdraw, no combat takes place and both units move 1 hex away. If one player chooses Withdraw and the other chooses Attack +, the attacker receives the On the March bonus, in addition to the result on the Tactics Table.

Since a withdrawing unit remains adjacent to its opponent, the opponent may choose to attack under the Interception rule before the withdrawing unit can move away.

The Location column of the Combat Results Table lists various Retreat results. Because of the game scale in this adventure, the R + and F + results do not refer to map hexes. However, they can be used to break off contact with the enemy, as follows:

If the loser of a round of combat is required to retreat farther than the winner can pursue, the loser of that round can choose to Withdraw and move 1 hex away. Combat for that round has ended. (*Example:* The F/R + 1 and the F + 1/R + 3 results allow the loser to break contact with the foe; the F/R and F + 3/R + 2 results do not.)

If the winner of a round of combat receives any F + result (F + 1 or greater), the winner can choose to Withdraw and move 1 hex away.

Victory and Defeat

A unit is considered to be the Victor in a battle if it destroyed or routed the enemy unit, or if it inflicted greater casualties on the enemy than it received. A victor is determined after the entire combat is over, not after each round of combat.

The victor of a battle receives a permanent + 1 bonus to BR each time (BR cannot be increased more than + 10 this way); the loser receives a permanent -1 to BR only if it routs (BR cannot be reduced more than 10 point this way). Make a note of which unit the victorious unit defeated; it receives a bonus to morale if it fights the unit again.

Routed Units

If a unit routs, subtract the casualties required by the final round of combat, then roll 1d10 to find how many weeks pass before the survivors return home. Place the unit on the Game Turn Track for the turn in which it will reappear. Subtract 50% of the remaining troops of the routed unit, and record the final strength of the unit in the Armies booklet. Subtract 1 from the unit's permanent BR (maximum of -10).

On the appropriate game turn, place the routed unit on the capital city hex of its home kingdom.

Stacking

Units friendly to each other can freely move through each other's hexes during movement, but no more than two friendly units can end their move stacked together. This restriction is intended to prevent battles from becoming too complex and time-consuming. Battles involving PCs, using the BATTLESYSTEM™ rules, will become unwieldy if too many units are involved.

The stacking limit applies only to units. Any number of markers can be placed in a hex, and the Character Party and Master's Agents counters do not count as units for stacking.

Combining Units

Two units can be combined into a larger unit at the owning player's discretion, if the two units are of the same nationality.

The new unit has the total personnel of both units added together. To calculate the BR of the new unit, divide the troop size of the smaller unit by the troop size of the larger unit. Multiply that fraction by the BR of the smaller unit. If the BR of the smaller unit is greater than the BR of the larger unit, add the result to the BR of the larger unit; otherwise, subtract the result to get the BR of the new unit.

Supply

To remain in supply, a unit must be able to trace a Line of Supply back to the capital city of its homeland. The line cannot pass through an impassable hex or a hex containing an enemy unit. A line of supply cannot pass through a hex adjacent to an enemy unit unless a friendly unit is in the hex being traced through.

A unit that cannot trace a line of supply at the end of a game turn is Out of Supply. A unit that is out of supply for an entire game turn becomes Moderately Fatigued. If the unit is already Moderately Fatigued, it becomes Seriously Fatigued.

A unit that is out of supply for two entire game turns becomes seriously fatigued.

A seriously fatigued unit that is out of supply cannot move. It fights only when attacked.

If an out of supply unit becomes in supply again, it immediately removes any fatigue it received as a result of being out of supply. However, fatigue caused as a Combat Result or Forced March Result is not affected.

Encampment

A unit can build a Camp by spending one full game turn without moving or fighting. An out of supply unit cannot build a camp. (If a unit attempting to build a camp is attacked, the camp cannot be built that turn.) When a camp is built, place a Camp marker in the hex. The camp remains in the hex until destroyed, even if the unit that built it leaves the hex.

A unit encamped for one game turn automatically removes all fatigue. A unit encamped for two game turns can return 50% of its wounded to full fighting status.

If an encamped unit is attacked, it is automatically the defender, and receives the + 10 bonus for defending in place and the + 20 bonus for being "behind a wall."

Reinforcements

Each nation is assumed to recruit or draft new soldiers throughout the war. These enlistments can bring any one unit back up to full strength once per game turn. To receive this benefit, a unit must occupy a capital city hex for one entire game turn.

Combining War Machine Rules with the BATTLESYSTEM™ Fantasy Combat Supplement

The War Machine rules as modified in this adventure are used only for combat that does not involve the player characters and their personal troops. Counters that represent the PCs and their troops are provided so that their movement relative to other forces can be monitored. When the PCs or their units come into contact with any enemy forces, use the BATTLESYSTEM™ rules for resolving the combat.

Of course, you can use the BATTLESYSTEM™ Supplement to resolve any of the battles in this adventure, but you will find it much more time-consuming than War Machine.

Certain terms, such as "Rout," have very different meanings in the BATTLESYSTEM™ rules and in the War Machine rules. Apply the meaning that is appropriate for the system you are using for the individual combat.

Order of Battle

Because the forces of The Master begin the war by a pre-emptive attack on the city of Akesoli, the forces of the Desert Nomads receive a free turn to begin the adventure.

Mobilization of the Army of Darokin takes one full turn, so the Desert Nomads can move unopposed on the second turn, as well. After that, Darokin and its allies (as it recruits them) can move and fight normally.

Not all units appear on the board simultaneously. Both the armies of the Desert Nomads and of Darokin follow a regular reinforcements schedule in getting new troops. The arrival of the troops of other kingdoms depends largely on the diplomatic efforts of the player characters. The scheduled arrival and location of the forces of each country are according to the following table.

Do not place units on the map until the owning country enters the war. The player or side that controls the country can place the units as desired, within the limits of the Order of Battle below.

ARMY OF THE DESERT NOMADS

Turn 1: Legion of Doom, 1st-4th Army Headquarters, 1st-20th Divisions. Place the Legion of Doom counter on the city of Sayr Ulan. Remaining units can be placed anywhere to the west of the border with Atruaghin and Darokin, and south of Lake Hast.

Turn 4: 5th Army Headquarters, 21st-25th Divisions. These units arrive on the western map edge between the Salt Swamp and the mountains to the north.

Turn 8: 6th Army Headquarters, 1st-8th Guards. These units arrive on the western map edge like the 5th Army.

ARMY OF THE REPUBLIC OF DAROKIN

Turn 2: Legions I-XV. Place these units anywhere within the Republic of Darokin borders east of Lake Amsorak.

Turn 3 + : Legions XVI-XXX. Each game turn beginning with Turn 3, place 2 Legions in hexes adjoining the city of Darokin. If Darokin falls to the enemy, place new legions in Akorros, which becomes the new capital city. If Akorros also falls, Corunglain becomes the capital. If Corunglain falls, Selenica becomes the capital. If all its cities fall to the enemy, Darokin is defeated. All legions on the game map surrender to the enemy, and no new legions arrive.

GRAND ARMY OF THE PRINCIPALITIES OF GLANTRI

Place all Glantri counters on the map within 5 hexes of Glantri City.

ATRUAGHIN CLANS

Place all Atruaghin Clan counters on the map anywhere in the plateau area.

ARMY OF THE FIVE SHIRES

Place Shire counters anywhere within the borders of the Five Shires.

ROCKHOME EXPEDITIONARY FORCE

Place dwarven counters anywhere inside the borders of Rockhome to the east of the lake.

ARMY OF ALFHEIM

Place Alfheim units anywhere within the Canolbarth Forest.

ARMY OF KARAMEIKOS

Place Karameikos units anywhere within the borders of the Grand Duchy.

KINGDOM OF IERENDI

Place units on the main island near the capital city.

MINROTHAD GUILDS

Place units on the main island near the capital city.

IMPERIAL ARMY OF THYATIS

Place units within the borders of Thyatis south of the Altan Tepe mountains.

ARMY OF OSTLAND

Place units on the Zeaburg city hex.

ARMY OF THE EMIRATE OF YLARUM

Place 1st-7th Divisions anywhere in the Alasiyan Desert within 5 hexes of the city of Ylarum. Each turn after Ylarum enters the war, add 1 new division in the Ylarum city hex.

ARMY OF THE JARLS OF SODERFORD

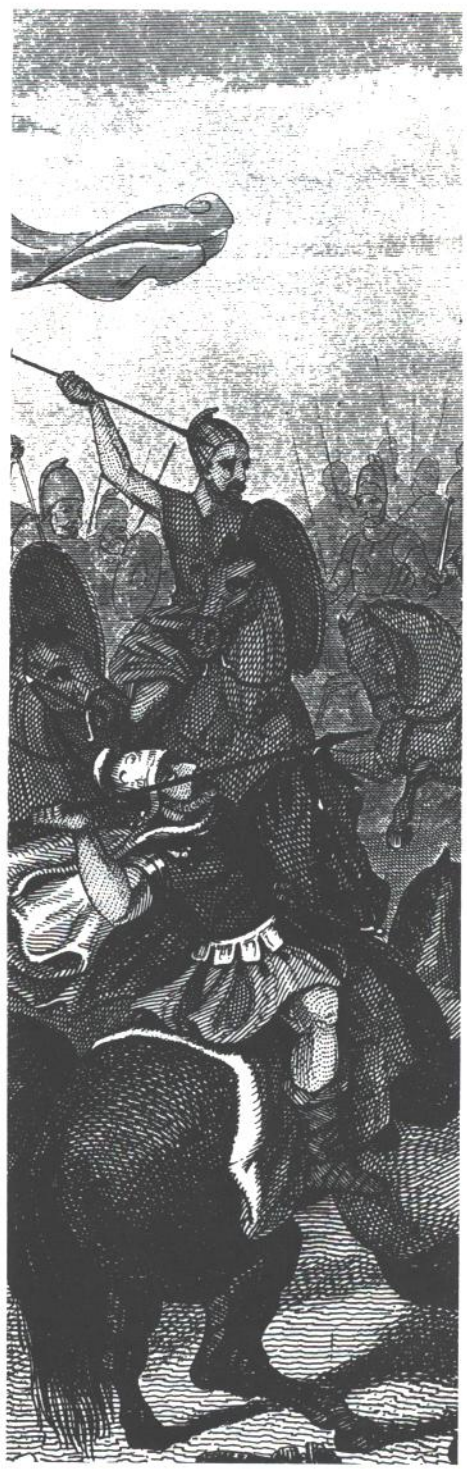
Place units anywhere in the borders of Soderfjord.

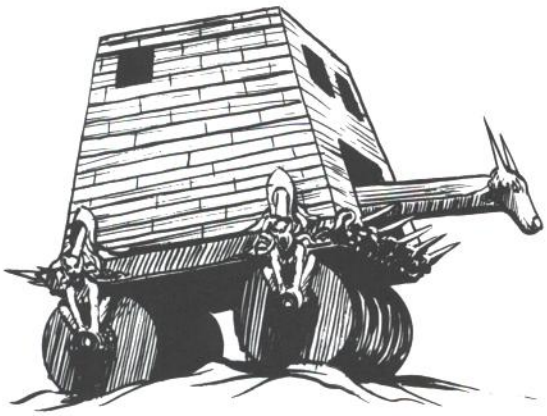
KING'S ARMY OF VESTLAND

Place units anywhere in the Kingdom of Vestland; one unit must start in the city of Norrvik.

ETHENGAR KHANATE

Place units anywhere in the borders of the Khanate.





Juggernaut

	Wood	Stone
Armor Class:	6	0
Hit Dice:	25**	30**
Move:	120′(40′)	90′(30′)
Attacks:	1 crush	1 crush
Damage:	8-80	10-100
No. Appearing:	0(1)	0(1)
Save As:	Special	Special
Morale:	12	12
Treasure Type:	G	M and N
Alignment:	Neutral	Neutral

Juggernauts are huge magical machines. They look like houses, pyramids, or statues mounted on great rollers. They are magically animated and have some awareness of their surroundings, allowing them to hunt and kill. They are made of wood or stone.

Juggernauts are very maneuverable. They can stop, back up, or turn in one round, allowing them to attack creatures in front, behind, or alongside in the same round. They attack by rolling over the victim with their huge wheels. These rollers are 30′ wide, making it possible for juggernauts to attack more than one target in their path. If there is only one target in a given direction, the attack is made normally. If there are two or more targets in the path, each target is first allowed to make a saving throw vs. Dragon Breath. Targets that make their saving throw have managed to get out of the path of the juggernaut. Those that fail their saving throw will be hit by the juggernaut if it rolls its hit roll number against that target. A separate roll is made for each target.

All juggernauts have the same immunities: all non-magical missile fire, *sleep, charm*, and *hold* spells, and poison.

A juggernaut carries its treasure inside it. The treasure may be found only after the creature is dead.

WOOD JUGGERNAUT: This type of juggernaut normally appears as a large wooden building on rollers. It is 20′ to 30′ tall. Its saving throw against everything except magical fire is 5. A wood juggernaut receives no saving throw against magical fire attacks.

STONE JUGGERNAUT: This type of juggernaut appears as a small pyramid or huge statue on rollers. It is 40′ to 50′ tall. Stone juggernauts are immune to all non-magical weapons, and can be damaged only by magical weapons, spells, or spell-like effects. Its saving throw against everything is 4. Stone juggernauts can crush small buildings, even those made of stone.

(Creatures designed by David "Zeb" Cook.)

Tabi

Armor Class: 6	No. Appearing: 1-4 (1-4)
Hit Dice: 5	Save As: M5
Move: 60′ (20′) Flying 240′ (80′)	Morale: 6 (12)
Attacks: 2 claws	Treasure Type: Nil
Damage: 1-4/1-4 plus Special	Alignment: Chaotic

A tabi is a small, winged ape-like creature about the size of a large housecat. Its body is covered with a long golden fur while its wings are leathery membranes, like a bat's. It gives off a stench of rot that can be smelled at up to 100′ feet. A tabi is intelligent and clever and speaks its own language.

In combat, a tabi fights with its sharp claws, which drip with a crystal-blue venom. Anyone hit by a tabi, must make a saving throw vs. Paralysis. A character who fails to save will be deluded, attacking any creature or character adjacent to him. A deluded character can fight only with weapons or bare hands, but does so to the best of his ability. The delusion lasts 2-12 turns, or until a *neutralize poison* is cast on the victim. A tabi also has a 40% chance to pick pockets, move silently, and hide in shadows. Its prefers to ambush a character and then hide in shadows while the deluded victim attacks others.

A tabi has a very long lifespan, during which it gathers much information about ancient legends and forgotten lore.

It is possible for high level magic-users to research a spell that will bind a tabi to his service. If the spell is researched and worded properly, the tabi remains in service to the magic-user until one or the other dies. While enspelled, the tabi is absolutely loyal to the character commanding it. In such cases, the Morale in parenthesis should be used. An enspelled tabi also assists its master by telling information that it knows.

The Master of the Desert Nomads

30th level human Cleric

Armor Class: -4	Strength: 16
Class/Level: C30	Intelligence: 13
Hit Points: 77	Wisdom: 18
No. of Attacks: 1	Dexterity: 16
Damage: 2-12 +3	Constitution: 18
Move: 120′(40′)	Charisma: 18
Save As: C30	
Morale: 12	
Alignment: Chaotic	

The origin of The Master is shrouded in mystery. He is believed to be incredibly ancient. There is evidence that he has prolonged his life by stealing bodies from others and transferring his life force into them.

The tribes of the desert and the people of the theocracy of Hule worship The Master as a god, and gladly follow him, even to their deaths.

The Master has long sought world domination, first for its own sake (as chronicled in X4 and X5), and more recently as part of a search for Immortality in the Sphere of Entropy, a mysterious concept not readily understood.

The Master is very confident, sometimes to his detriment, and is prone to gloating. He is close to no one except his chief henchman, Alrethus the Wizard.

The Master is sometimes known as Hosadus. It is not known whether Hosadus is his real name.

Natural abilities give him +2 to his hit roll and damage (already figured above), +3 on saving throws against magical attacks, and -2 on his Armor Class (also figured above).

He has the following magic items: *staff of harming**, *plate mail armor +3, shield of energy drain +2**, *ring of spell turning, boots of levitation, potion of speed*, and a scroll containing *dispel magic, insect plague*, and *finger of death*. He has the following spells memorized:

Level 1: *cure light wounds* (x2), *detect good, detect magic, protection from good, fear* (x2), *resist cold*
Level 2: *curse* (x2), *hold person* (x2), *know alignment, silence 15′radius* (x2), *snake charm*
Level 3: *continual darkness* (x2), *blindness* (x2), *locate object, curse* (x2), *striking*
Level 4: *animate dead, cause serious wounds* (x2), *dispel magic* (x2), *poison* (x2)
Level 5: *commune* (x2), *insect plague* (x2), *finger of death* (x3)
Level 6: *aerial servant**, *barrier** (x2), *speak with monsters* (x2), *word of recall*
Level 7: *earthquake** (x2), *holy word** (x2), *life drain** (x2)

All spells and magic items marked with an asterisk (*) are described in the D&D® Companion Set. Use the following descriptions if you do not own the D&D® Companion Set.

Staff of Harming: The *staff of harming* functions similarly to a reversed *staff of healing*, but at the cost of 1 charge per creature harmed. It inflicts 2-7 points of damage if it touches any creature (no saving throw); a normal hit roll may be required. This is in addition to normal weapon damage (1-6 points), if applicable. The staff can also create the following effects, with the costs noted. Each effect is identical to the reversed form of a cleric spell. Note that the use of this staff is a Chaotic act. The Master's staff has 20 charges.

Staff of Harming Table

Cause blindness	2 charges
Cause disease	2 charges
Cause serious wounds	3 charges
Create poison	4 charges

Shield of Energy Drain +2: This appears to be a normal *shield +2*. If the proper command word is spoken, the shield can be charged. If the shield's user is hit while "charged," the attacker must make a saving throw vs. Rod/Staff/Spell or lose 1 level, as if hit by a wight. This special property of the shield is usable once per day, and lasts until it drains a level. Use of this shield is a Chaotic act.

Aerial Servant: Range 60′; duration 1 day per level of the caster; effect, servant fetches one item or creature.

An aerial servant is a very intelligent humanoid being from the Ethereal Plane. With this spell, the cleric summons one of these beings, which appears immediately. The cleric must then describe one creature or item to the servant, or else it will depart. The approximate location of the target must also be named. When it hears this description and location, the servant leaves to find the item or creature and bring it to the cleric. The servant will take as much time as needed, up to the limit of the duration.

The aerial servant has 18 Strength, and can carry up to 5,000 cn. It can become ethereal at will, and thus can travel to most places easily. However, it cannot pass a *protection from evil* spell effect. If it cannot perform its duty within the duration of the spell, the servant becomes insane and returns to attack the caster.

Barrier: Range 60′; duration 12 turns; effect, creates whirling hammers.

This spell creates a magical barrier in an area up to 30′ in diameter and 30′ high. The *barrier* is a wall of whirling and dancing hammers, obviously dangerous. Any creature passing through the barrier takes 7-70 points of damage from the hammers (no saving throw). This spell is often used to block an entrance or passage.

The reverse of this spell (*remove barrier*) destroys any one *barrier* created by a cleric. It can also be used to destroy a magic-user's *wall of ice, wall of fire*, or *wall of stone* spell effect. It will not affect a *wall of iron*.

Earthquake: Range 120 yards; duration 1 turn; effect, causes earth tremors.

This powerful spell causes a section of earth to shake, and opens large cracks in the ground. A 17th level caster can affect an area up to 60′ square, adding 5′ to each dimension with each level of experience thereafter. A 30th level caster can affect an area up to 125′ square.

Within the area of effect, all small dwellings are reduced to rubble, and larger constructions are cracked open. Earthen formations (hills, cliffsides) form rockslides. Cracks in the earth may open and engulf 1 creature in 6 (determined randomly), crushing them.

Holy Word: Range 0; duration instantaneous; effect, all creatures within 40′.

This spell affects all creatures, friend or foe, within a circular area of 40′ radius, cen-

tered on the caster. When the cleric casts this spell, all creatures of alignment other than the cleric's are affected as follows:

Up to 5th level: Killed
Levels 6-8: Stunned 2-20 turns
Levels 9-12: Deafened 1-6 turns
Levels 13 + : Stunned 1-10 rounds

Any victim of 13 levels or more or of the same alignment as the caster, may make a saving throw vs. Spells to avoid the effect entirely.

This powerful spell cannot be blocked by stone, nor by any other solid material except lead. It can be blocked by an *anti-magic shell.*

Life Drain: Range touch; duration permanent; effect, drains one level.

This spell drains one level of experience from the victim touched, just as if touched by a wight or wraith. The casting of this spell is a Chaotic act.

Alrethus the Wizard

19th level human Magic-user

Armor Class: 2	Strength: 9
Class/Level: M19	Intelligence: 18
Hit Points: 40	Wisdom: 13
No. of Attacks: 1	Dexterity: 16
Damage: 1-4 + 2	Constitution: 15
Move: 120′(40′)	Charisma: 12
Save As: M19	
Morale: 12	
Alignment: Chaotic	

Alrethus has been the second-in-command and personal assistant to The Master for many years. He is not blessed with The Master's strange longevity, but has perpetuated his life far beyond the norm by using his *magic jar* ability to capture bodies of people younger than he is. His own body is incredibly ancient in appearance. If he captures young, strong adventurers, he may decide to take over the best body by means of a *magic jar* spell.

Currently, he runs the day-to-day operations of the Great War. He is extremely intelligent, and a capable manager, but does not have the spark of charismatic leadership that makes The Master so formidable. While The Master is alive, Alrethus is loyal to him unto death. But if The Master should die, Alrethus flees to protect himself.

Natural abilities give him a +2 bonus to Armor Class (already figured in). Alrethus has the following magic items: *wand of paralyzation, ring of protection +5, potion of polymorph self, ring of spell turning, staff of wizardry,* and a *dagger +2, +3 vs. elves, dwarves, and halflings.* A spell book containing the following spells is hidden in a secret compartment underneath the dining table in The Master's tent, and cannot be found unless the PCs specifically search for secret doors there. He has the following spells memorized:

Level 1: *charm person, detect magic, magic missile, read magic, shield, sleep*
Level 2: *continual light, detect invisible, ESP, invisibility, phantasmal force*
Level 3: *dispel magic, fire ball, fly, haste, protection from normal missiles*
Level 4: *charm monster, confusion, hallucinatory terrain, ice storm, wall of fire*
Level 5: *animate dead, cloudkill, conjure elemental, magic jar*
Level 6: *anti-magic shell, death spell, disintegrate, flesh to stone*
Level 7: *mass invisibility*, power word stun**
Level 8: *dance*, mass charm**

All spells marked with an asterisk (*) are described in the D&D® Companion Set. Use the following descriptions if you do not own the D&D® Companion Set.

Mass Invisibility: Range 240′; duration permanent until broken; effect, many creatures or objects.

This spell bestows *invisibility* (as the 2nd level spell) on several creatures. All the recipients must be within an area 60' square and within 240′ of the magic-user. The spell will affect up to 6 dragon-sized creatures, or up to 300 man- sized creatures (treating one horse as 2 men). After the spell is cast, each creature becomes invisible, along with all equipment carried.

Power Word Stun: Range 120′; duration 2-12 or 1-6 turns; effect, stuns 1 creature with 70 hit points or less.

This spell enables the caster to *stun* one victim within 120′ (no saving throw). A victim with 1-35 hit points is stunned for 2-12 rounds; one with 36-70 hit points is stunned for 1-6 rounds. Any creature with 71 or more hit points cannot be affected. A stunned victim is unable to attack or cast spells, and suffers a -4 penalty on all saving throws for the duration of the spell.

Dance: Range touch; duration 3 or more rounds; effect, causes 1 victim to dance.

This spell causes one victim to prance madly about, performing a jig or other dance, for 3 or more rounds. The victim gets no saving throw, and cannot attack, use spells or spell-like abilities, or flee. While dancing, a -4 penalty applies to the victim's saving throws, and a +4 penalty to Armor Class as well.

The magic-user must touch the victim for the spell to take effect (a normal hit roll). The duration is 3 rounds for a caster of 18th to 20th level.

Mass Charm: Range 120′; duration special (as *charm person* spell); effect, 30 levels of creatures.

This spell creates the same effect as a *charm person* or *charm monster* spell, except that 30 levels (or Hit Dice) of victims may be affected at once. Each victim may make a saving throw vs. Spells to avoid the *charm*, but with a -2 penalty to the roll. The spell does not affect a creature of 31 or more levels or Hit Dice.

The duration of each *charm* is determined by the victim's Intelligence (see the D&D® Basic Dungeon Master Rulebook, page 14). If the magic-user attacks one of the *charmed* victims, only that creature's *charm* is automatically broken. Any other *charmed* creatures that see the attack may make another saving throw, but *charmed* creatures that do not see the attack are not entitled to make another saving throw.

ARMY UNIT ROSTERS

UNIT ROSTERS Each individual army counter used in the game is described here, and there is space for players and DMs to mark what happened to that individual unit.

ARMY OF THE DESERT NOMADS

LEGION OF DOOM
MV 6, BR 220
Personnel: 1,428
Troop Class: Excellent

Troop Losses Battles Current BR

1st ARMY HEADQUARTERS (Nomads)
MV 6, BR 153
Personnel: 395
Troop Class: Excellent

Troop Losses Battles Current BR

2nd ARMY HEADQUARTERS (Nomads)
MV 6, BR 153
Personnel: 395
Troop Class: Excellent

Troop Losses Battles Current BR

3rd ARMY HEADQUARTERS (Nomads)
MV 6, BR 153
Personnel: 395
Troop Class: Excellent

Troop Losses Battles Current BR

4th ARMY HEADQUARTERS (Nomads)
MV 6, BR 153
Personnel: 395
Troop Class: Excellent

Troop Losses Battles Current BR

5th ARMY HEADQUARTERS (Nomads)
MV 6, BR 153
Personnel: 395
Troop Class: Excellent

Troop Losses Battles Current BR

6th ARMY HEADQUARTERS (Nomads)
MV 6, BR 153
Personnel: 395
Troop Class: Excellent

Troop Losses Battles Current BR

1st DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

2nd DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

3rd DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

4th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

5th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

6th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

7th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

8th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

9th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

10th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

11th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

12th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

13th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

14th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

15th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

16th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

17th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

18th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

19th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

20th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

21st DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

22nd DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

23rd DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

24th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

25th DIVISION (Nomads)
MV 4, BR 103
Personnel: 1,162
Troop Class: Good

Troop Losses Battles Current BR

1st GUARDS (Nomads)
MV 4, BR 72
Personnel: 892
Troop Class: Fair

Troop Losses Battles Current BR

2nd GUARDS (Nomads)
MV 4, BR 72
Personnel: 892
Troop Class: Fair

Troop Losses Battles Current BR

3rd GUARDS (Nomads)
MV 4, BR 72
Personnel: 892
Troop Class: Fair

Troop Losses Battles Current BR

4th GUARDS (Nomads)
MV 4, BR 72
Personnel: 892
Troop Class: Fair

Troop Losses Battles Current BR

5th GUARDS (Nomads)
MV 4, BR 72
Personnel: 892
Troop Class: Fair

Troop Losses Battles Current BR

6th GUARDS (Nomads)
MV 4, BR 72
Personnel: 892
Troop Class: Fair

Troop Losses Battles Current BR

7th GUARDS (Nomads)
MV 4, BR 72
Personnel: 892
Troop Class: Fair

Troop Losses Battles Current BR

8th GUARDS (Nomads)
MV 4, BR 72
Personnel: 892
Troop Class: Fair

Troop Losses Battles Current BR

GRAND ARMY OF THE PRINCIPALITIES OF GLANTRI

ARMY OF PRINCE JHEREK
MV 6, BR 159
Personnel: 862
Troop Class: Excellent

Troop Losses Battles Current BR

ARMY OF PRINCE MORPHAIL
MV 6, BR 159
Personnel: 862
Troop Class: Excellent

Troop Losses Battles Current BR

ARMY OF PRINCE BRANNART
MV 6, BR 159
Personnel: 862
Troop Class: Excellent

Troop Losses Battles Current BR

ARMY OF PRINCE VOLOSPIN
MV 6, BR 159
Personnel: 862
Troop Class: Excellent

Troop Losses Battles Current BR

ARMY OF PRINCESS CARLOTINA
MV 6, BR 159
Personnel: 862
Troop Class: Excellent

Troop Losses Battles Current BR

ARMY OF PRINCE JAGGAR
MV 6, BR 159
Personnel: 862
Troop Class: Excellent

Troop Losses Battles Current BR

ARMY OF PRINCE VANSERIE
MV 6, BR 159
Personnel: 862
Troop Class: Excellent

Troop Losses Battles Current BR

ARMY OF PRINCESS CARNELIA
MV 6, BR 159
Personnel: 862
Troop Class: Excellent

Troop Losses Battles Current BR

ATRUAGHIN CLANS

BEAR CLAN
MV 6, BR 120
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

HORSE CLAN
MV 6, BR 120
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

TIGER CLAN
MV 6, 120
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

WOLF CLAN
MV 6, BR 120
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

BOAR CLAN
MV 6, BR 120
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

SEA TURTLE CLAN
MV 6, BR 120
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

ELK CLAN
MV 6, BR 120
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

ARMY OF THE REPUBLIC OF DAROKIN

I LEGION
MV 6, BR 182
Personnel: 1,091
Troop Class: Excellent

Troop Losses Battles Current BR

II LEGION
MV 6, BR 182
Personnel: 1,091
Troop Class: Excellent

Troop Losses Battles Current BR

III LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

IV LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

V LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

VI LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

VII LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

VIII LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

IX LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

X LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

XI LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

XII LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

XIII LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

XIV LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

XV LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

XVI LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

XVII LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

XVIII LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

XIX LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

XX LEGION
MV 4, BR 73
Personnel: 1,160
Troop Class: Fair

Troop Losses Battles Current BR

XXI LEGION
MV 4, BR 44
Personnel: 667
Troop Class: Below Average

Troop Losses Battles Current BR

XXII LEGION
MV 4, BR 44
Personnel: 667
Troop Class: Below Average

Troop Losses Battles Current BR

XXIII LEGION
MV 4, BR 44
Personnel: 667
Troop Class: Below Average

Troop Losses Battles Current BR

XXIV LEGION
MV 4, BR 44
Personnel: 667
Troop Class: Below Average

Troop Losses Battles Current BR

XXV LEGION
MV 4, BR 44
Personnel: 667
Troop Class: Below Average

Troop Losses Battles Current BR

XXVI LEGION
MV 4, BR 44
Personnel: 667
Troop Class: Below Average

Troop Losses Battles Current BR

XXVII LEGION
MV 4, BR 44
Personnel: 667
Troop Class: Below Average

Troop Losses Battles Current BR

XXVIII LEGION
MV 4, BR 44
Personnel: 667
Troop Class: Below Average

Troop Losses Battles Current BR

XXIX LEGION
MV 4, BR 44
Personnel: 667
Troop Class: Below Average

Troop Losses Battles Current BR

XXX LEGION
MV 4, BR 44
Personnel: 667
Troop Class: Below Average

Troop Losses Battles Current BR

ARMY OF THE FIVE SHIRES

1st SHIRE VOLUNTEERS
MV 4, BR 113
Personnel: 994
Troop Class: Good

Troop Losses Battles Current BR

2nd SHIRE VOLUNTEERS
MV 4, BR 113
Personnel: 994
Troop Class: Good

Troop Losses Battles Current BR

3rd SHIRE VOLUNTEERS
MV 4, BR 113
Personnel: 994
Troop Class: Good

Troop Losses Battles Current BR

4th SHIRE VOLUNTEERS
MV 4, BR 113
Personnel: 994
Troop Class: Good

Troop Losses Battles Current BR

5th SHIRE VOLUNTEERS
MV 4, BR 113
Personnel: 994
Troop Class: Good

Troop Losses Battles Current BR

6th SHIRE VOLUNTEERS
MV 4, BR 113
Personnel: 994
Troop Class: Good

Troop Losses Battles Current BR

7th SHIRE VOLUNTEERS
MV 4, BR 113
Personnel: 994
Troop Class: Good

Troop Losses Battles Current BR

ARMY OF ALFHEIM

1st ELVEN IRREGULARS
MV 6, BR 175
Personnel: 746
Troop Class: Excellent

Troop Losses Battles Current BR

2nd ELVEN IRREGULARS
MV 6, BR 175
Personnel: 746
Troop Class: Excellent

Troop Losses Battles Current BR

3rd ELVEN IRREGULARS
MV 6, BR 175
Personnel: 746
Troop Class: Excellent

Troop Losses Battles Current BR

4th ELVEN IRREGULARS
MV 6, BR 175
Personnel: 746
Troop Class: Excellent

Troop Losses Battles Current BR

5th ELVEN IRREGULARS
MV 6, BR 175
Personnel: 746
Troop Class: Excellent

Troop Losses Battles Current BR

6th ELVEN IRREGULARS
MV 6, BR 175
Personnel: 746
Troop Class: Excellent

Troop Losses Battles Current BR

7th ELVEN IRREGULARS
MV 6, BR 175
Personnel: 746
Troop Class: Excellent

Troop Losses Battles Current BR

DWARVEN EXPEDITIONARY FORCE

1st DWARF FOOT
MV 4, BR 98
Personnel: 1,242
Troop Class: Good

Troop Losses Battles Current BR

2nd DWARF FOOT
MV 4, BR 98
Personnel: 1,242
Troop Class: Good

Troop Losses Battles Current BR

3rd DWARF FOOT
MV 4, BR 98
Personnel: 1,242
Troop Class: Good

Troop Losses Battles Current BR

4th DWARF FOOT
MV 4, BR 98
Personnel: 1,242
Troop Class: Good

Troop Losses Battles Current BR

5th DWARF FOOT
MV 4, BR 98
Personnel: 1,242
Troop Class: Good

Troop Losses Battles Current BR

6th DWARF FOOT
MV 4, BR 98
Personnel: 1,242
Troop Class: Good

Troop Losses Battles Current BR

7th DWARF FOOT
MV 4, BR 98
Personnel: 1,242
Troop Class: Good

Troop Losses Battles Current BR

8th DWARF FOOT
MV 4, BR 98
Personnel: 1,242
Troop Class: Good

Troop Losses Battles Current BR

MILITIA OF KARAMEIKOS

6th MILITIA DIVISION
MV 4, BR 108
Personnel: 996
Troop Class: Average

Troop Losses Battles Current BR

7th MILITIA DIVISION
MV 4, BR 108
Personnel: 996
Troop Class: Average

Troop Losses Battles Current BR

8th MILITIA DIVISION
MV 4, BR 108
Personnel: 996
Troop Class: Average

Troop Losses Battles Current BR

9th MILITIA DIVISION
MV 4, BR 108
Personnel: 996
Troop Class: Average

Troop Losses Battles Current BR

10th MILITIA DIVISION
MV 4, BR 108
Personnel: 996
Troop Class: Average

Troop Losses Battles Current BR

11th MILITIA DIVISION
MV 4, BR 108
Personnel: 996
Troop Class: Average

Troop Losses Battles Current BR

12th MILITIA DIVISION
MV 4, BR 108
Personnel: 996
Troop Class: Average

Troop Losses Battles Current BR

13th MILITIA DIVISION
MV 4, BR 108
Personnel: 996
Troop Class: Average

Troop Losses Battles Current BR

KINGDOM OF IERENDI

1st ROYAL BRIGADE
MV 4, BR 177
Personnel: 832
Troop Class: Excellent

Troop Losses Battles Current BR

2nd ROYAL BRIGADE
MV 4, BR 177
Personnel: 832
Troop Class: Excellent

Troop Losses Battles Current BR

3rd ROYAL BRIGADE
MV 4, BR 177
Personnel: 832
Troop Class: Excellent

Troop Losses Battles Current BR

MINROTHAD GUILDS

1st HOME GUARDS
MV 6, BR 143
Personnel: 1,018
Troop Class: Good

Troop Losses Battles Current BR

2nd HOME GUARDS
MV 6, BR 143
Personnel: 1,018
Troop Class: Good

Troop Losses Battles Current BR

IMPERIAL ARMY OF THYATIS

14th IMPERIAL COHORT
MV 4, BR 91
Personnel: 3,310
Troop Class: Good

Troop Losses Battles Current BR

15th IMPERIAL COHORT
MV 4, BR 91
Personnel: 3,310
Troop Class: Good

Troop Losses Battles Current BR

16th IMPERIAL COHORT
MV 4, BR 91
Personnel: 3,310
Troop Class: Good

Troop Losses Battles Current BR

17th IMPERIAL COHORT
MV 4, BR 91
Personnel: 3,310
Troop Class: Good

Troop Losses Battles Current BR

18th IMPERIAL COHORT
MV 4, BR 91
Personnel: 3,310
Troop Class: Good

Troop Losses Battles Current BR

ARMY OF THE EMIRATE OF YLARUAM

1st DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

2nd DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

3rd DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

4th DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

5th DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

6th DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

7th DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

8th DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

9th DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

10th DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

11th DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

12th DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

13th DIVISION (Ylaruam)
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

14th DIVISION (Ylaruam)
MV 6, BR 181
Personnel: 715
Troop Class: Excellent

Troop Losses Battles Current BR

ARMY OF THE JARLS OF SODERFJORD

OLAF'S BRIGADE
MV 4, BR 102
Personnel: 882
Troop Class: Good

Troop Losses Battles Current BR

SVEN'S BRIGADE
MV 4, BR 102
Personnel: 882
Troop Class: Good

Troop Losses Battles Current BR

HARALD'S BRIGADE
MV 4, BR 102
Personnel: 882
Troop Class: Good

Troop Losses Battles Current BR

RAGNAR'S BRIGADE
MV 4, BR 102
Personnel: 882
Troop Class: Good

Troop Losses Battles Current BR

KING'S ARMY OF VESTLAND

1st ROYAL DIVISION (Vestland)
MV 4, BR 102
Personnel: 882
Troop Class: Good

Troop Losses Battles Current BR

2nd ROYAL DIVISION (Vestland)
MV 4, BR 102
Personnel: 882
Troop Class: Good

Troop Losses Battles Current BR

ARMY OF THE KINGDOM OF OSTLAND

ARMY OF OSTLAND
MV 4, BR 102
Personnel: 882
Troop Class: Good

Troop Losses Battles Current BR

ETHENGAR KHANATE

RUNIC EYE HORDE
MV 6, BR 128
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

DEATH'S RIDER HORDE
MV 6, BR 128
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

GIANT KILLER HORDE
MV 6, BR 128
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

BLOODY HORDE
MV 6, BR 128
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

SKULL CRUSHER HORDE
MV 6, BR 128
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

BONE CRUNCHER HORDE
MV 6, BR 128
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

SPEAR CATCHER HORDE
MV 6, BR 128
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

PLAINS RIDER HORDE
MV 6, BR 128
Personnel: 662
Troop Class: Good

Troop Losses Battles Current BR

FREEHOLDERS OF HELDANN

1st FREE DIVISION (Heldann)
MV 4, BR 102
Personnel: 882
Troop Class: Good

Troop Losses Battles Current BR

2nd FREE DIVISION (Heldann)
MV 4, BR 102
Personnel: 882
Troop Class: Good

Troop Losses Battles Current BR

3rd FREE DIVISION (Heldann)
MV 4, BR 102
Personnel: 882
Troop Class: Good

Troop Losses Battles Current BR

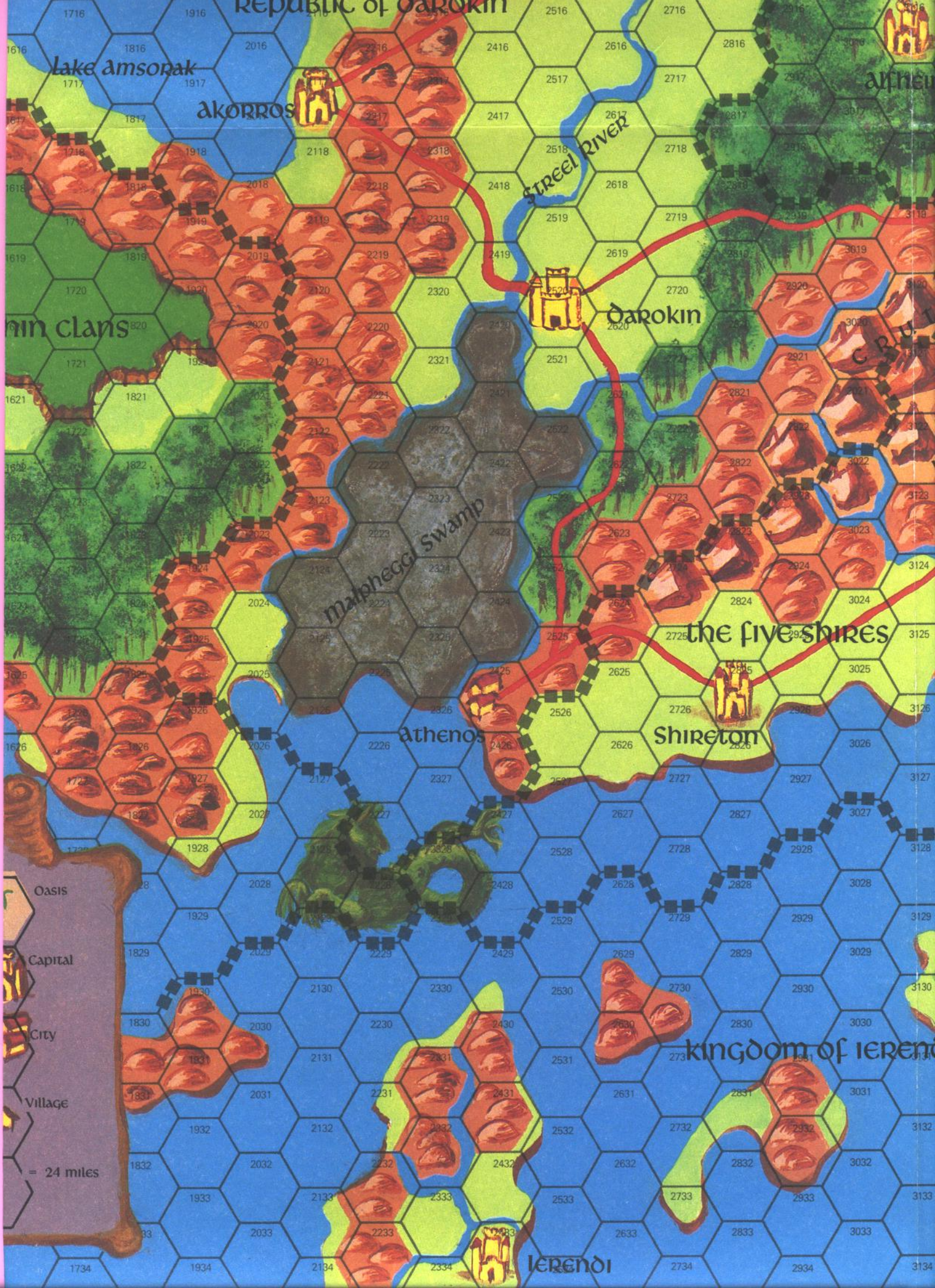
Lake hast
Sayr Ulan

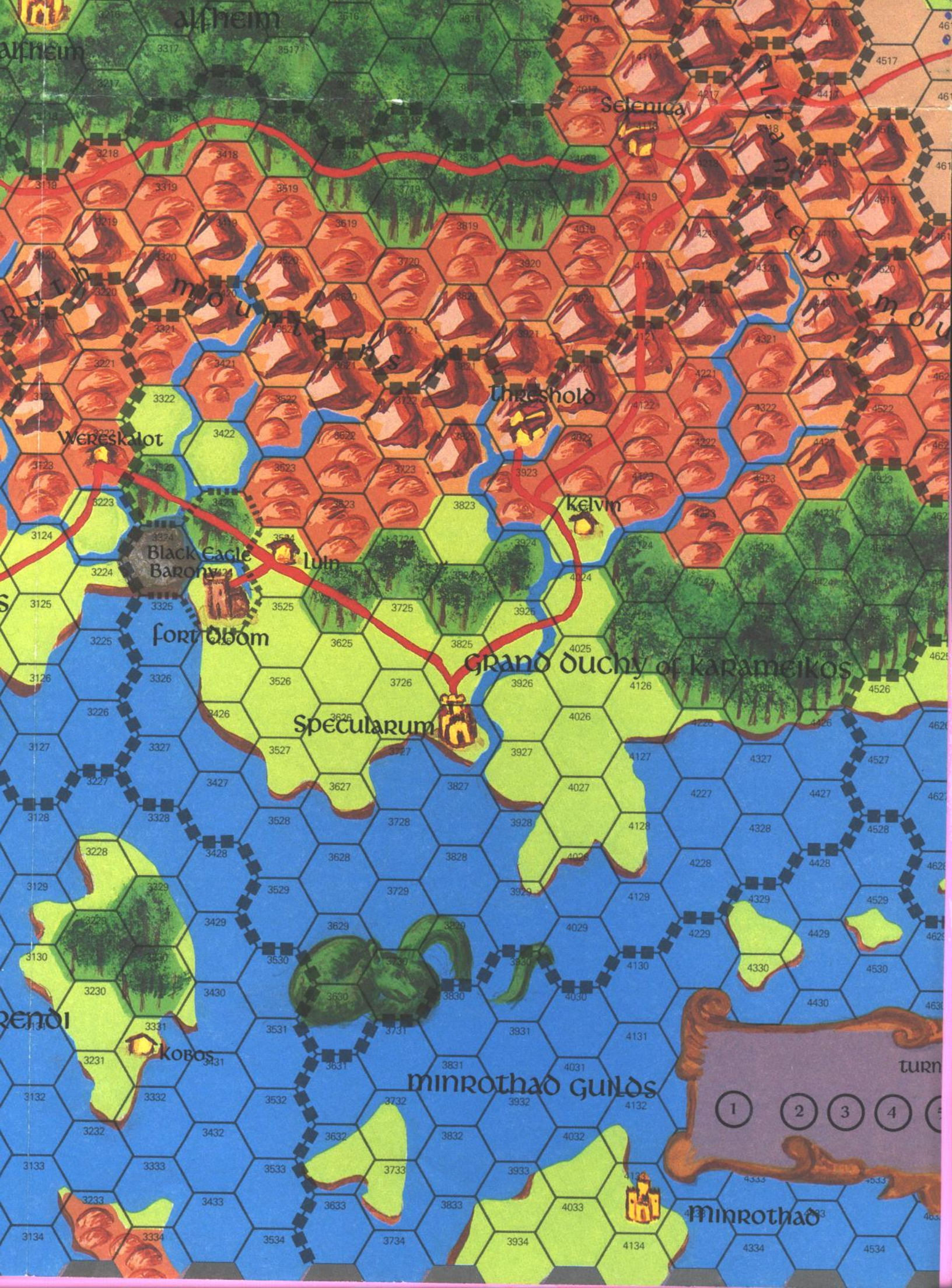
Principalities of Glantri
Glantri City
The Broken Lands
Corunglain
Republic of Darokin
Lake Amsorak
Akorros
Streel River
Alfheim

Ethengar
Ethengar khanate
Stahl
Rockho
Canolbarth forest
alfheim
Selenicai

kingdom of ostland
Zeaburg
Norrvik
kingdom of vestland
Rhoona
Soderfjord
Soderfjord Jarlooms
Castellan
Alasiyan Desert
Vlaruam

Sayr Ulan
Atruaghin
Atruag
Asanda River
Pramayana
Mountains
Steppe
River
Hills
Swamp
Border
Badlands
Desert
Road
Forest
Clear
Pass
Plateau
Lake
Tracks


Republic of Darokin
Lake Amsorak
Akorros
Streel River
Darokin
Malpheggi Swamp
the five shires
Athenos
Shireton
Kingdom of Ierendi
Ierendi
Oasis
Capital
City
Village
= 24 miles


alfheim
Selenica
Threshold
Wereskalot
Kelvin
Black Eagle Barony
Luin
Fort Ubom
Grand Duchy of Karameikos
Specularum
Kobos
Minrothad Guilds
Minrothad
turn
1
2
3
4

Alasiyan Desert
Vlaruam
Emirate of Vlarum
Biazzan
Kerendas
Tel Akbar
Thyatis
Empire of Thyatis
track
6
7
8
9
10
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Game Counter Section Nr. 1 (100 pieces) FRONT Total Quantity of Sections in Game: 2

D&D® Game Adventure X10 RED ARROW, BLACK SHIELD

1/ARMY HQ 6 153	2/ARMY HQ 6 153	3/ARMY HQ 6 153	4/ARMY HQ 6 153	1st DIV 4 103	2nd DIV 4 103	3rd DIV 4 103	4th DIV 4 103	5th DIV 4 103	6th DIV 4 103
LEGION OF DOOM 6 153	5/ARMY HQ 6 153	6/ARMY HQ 6 153	7th DIV 4 103	8th DIV 4 103	9th DIV 4 103	10th DIV 4 103	11th DIV 4 103	12th DIV 4 103	13th DIV 4 103

ARMY OF THE DESERT NOMADS

14th DIV 4 103	15th DIV 4 103	16th DIV 4 103	17th DIV 4 103	18th DIV 4 103	19th DIV 4 103	1/GUARDS 4 72	2/GUARDS 4 72	3/GUARDS 4 72	4/GUARDS 4 72
20th DIV 4 103	21th DIV 4 103	22th DIV 4 103	23th DIV 4 103	24th DIV 4 103	25th DIV 4 103	5/GUARDS 4 72	6/GUARDS 4 72	7/GUARDS 4 72	8/GUARDS 4 72

ARMY OF THE PRINCIPALITIES OF GLANTRI

PRINCE JHEREK 6 159	PRINCE BRANNART 6 159	PRINCE CARLOTTINA 6 159	PRINCE VANSERIE 6 159
PRINCE MORPHAIL 6 159	PRINCE VOLOSPIN 6 159	PRINCE JAGGAR 6 159	PRINCESS CARNELIA 6 159

ATRUAGHIN CLANS

BEAR CLAN 6 120	HORSE CLAN 6 120	TIGER CLAN 6 120	WOLF CLAN 6 120
BOAR CLAN 6 120	SEA TURTLE 6 120	ELK CLAN 6 120	2/ROYAL BRIGADE 4 177

MINROTHAD GUILDS

1st ROYAL BRIGADE 4 177	1st HOME GUARDS 6 143
3/ROYAL BRIGADE 4 177	2/HOME GUARDS 6 143

KINGDOM OF IERENDI

I LEG. 6 182	II LEG. 6 182	III LEG. 4 73	IV LEG. 4 73	V LEG. 4 73	VI LEG. 4 73	VII LEG. 4 73	VIII LEG. 4 73	IX LEG. 4 73	X LEG. 4 73
XI LEG. 4 73	XII LEG. 4 73	XIII LEG. 4 73	XIV LEG. 4 73	XV LEG. 4 73	XVI LEG. 4 73	XVII LEG. 4 73	XVIII LEG. 4 73	XIX LEG. 4 73	XX LEG. 4 73

ARMY OF THE REPUBLIC OF DAROKIN

XXI LEG. 4 44	XXII LEG. 4 44	XXIII LEG. 4 44	XXIV LEG. 4 44	XXV LEG. 4 44
XXVI LEG. 4 44	XXVII LEG. 4 44	XXVIII LEG. 4 44	XXIX LEG. 4 44	XXX LEG. 4 44

ROCKHOME EXPEDITIONARY FORCE

1/DWARF 4 98	2/DWARF 4 98	3/DWARF 4 98	4/DWARF 4 98
5/DWARF 4 98	6/DWARF 4 98	7/DWARF 4 98	8/DWARF 4 98

VESTLAND

1/ROYAL BRIGADE 4 102
2/ROYAL BRIGADE 4 103

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9160XXX1201

Game Counter Section Nr. 2 (100 pieces) FRONT Total Quantity of Sections in Game: 2

ARMY OF ALFHEIM

1st ELVEN VOLUNTEERS 6 175	2nd ELVEN VOLUNTEERS 6 175	3rd ELVEN VOLUNTEERS 6 175	4th ELVEN VOLUNTEERS 6 175	1st SHIRE PROTECTORS 4 113	2nd SHIRE PROTECTORS 4 113	3rd SHIRE PROTECTORS 4 113
5th ELVEN VOLUNTEERS 6 175	6th ELVEN VOLUNTEERS 6 175	7th ELVEN VOLUNTEERS 6 175	4th SHIRE PROTECTORS 4 113	5th SHIRE PROTECTORS 4 113	6th SHIRE PROTECTORS 4 113	7th SHIRE PROTECTORS 4 113

ETHENGAR KHANATE

RUNE EYE 6 128	DEATH RIDER 6 128	GIANTKILLER 6 128
BLOODY HORSE 6 128	SKULLORSHER 6 128	BONE ARCHER 6 128

ARMY OF SODERFJORD

OLAF'S BRIGADE 4 102	SVEN'S BRIGADE 4 102
HARALD'S BRIGADE 4 102	RAGNAR'S BRIGADE 4 102

ARMY OF THE FIVE SHIRES

1st DIV. 6 151	2nd DIV. 6 151	3rd DIV. 6 151	4th DIV. 6 151	5th DIV. 6 151	6th DIV. 6 151
8th DIV. 6 151	9th DIV. 6 151	10th DIV. 6 151	11th DIV. 6 151	12th DIV. 6 151	13th DIV. 6 151

ARMY OF THE EMIRATE OF YLARUM

7th DIV. 6 151	SPEAR CATCHER 6 128	
14th DIV. 6 151	PLAIN RIDER 6 128	

IMPERIAL ARMY OF THYATIS

14/COHRT. 4 91	15/COHRT. 4 91	16/COHRT. 4 91	1st OSTLAND GUARDS 4 102	6/MILITIA 4 108	7/MILITIA 4 108	8/MILITIA 4 108
17/COHRT. 4 91	18/COHRT. 4 91	2nd OSTLAND GUARDS 4 102	3rd OSTLAND GUARDS 4 102	10/MILITIA 4 108	11/MILITIA 4 108	12/MILITIA 4 108

ARMY OF THE DUCHY OF KARAMEIKOS

9/MILITIA 4 108	CHARACTER PARTY #1 10	CHARACTER PARTY #2 10	
13/MILITIA 4 108	DARTHIT ALLIED UNIT 6	ALFHEIM ALLIED UNIT 6	

ARMY OF OSTLAND

ALLIED EXPEDITIONARY FORCE

GAME WEEK x1	CAMP	CAMP	CAMP	CAMP	CAMP	DAROKIN ALLIED UNIT 6	SHIRE ALLIED UNIT 6	DWARF ALLIED UNIT 6	KARAMEIKOS ALLIED UNIT 6
GAME WEEK x10	CAMP	CAMP	CAMP	CAMP	CAMP	THE MASTER'S AGENTS 6	IERENDI ALLIED UNIT 6	VESTLAND ALLIED UNIT 6	SODERFJORD ALLIED UNIT 6

GAME MARKERS

FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE
FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS

Game Counter Section Nr. 1 (100 pieces) FRONT Total Quantity of Sections in Game: 2

D&D® Game Adventure X10 RED ARROW, BLACK SHIELD

1/ARMY HQ 6 153	2/ARMY HQ 6 153	3/ARMY HQ 6 153	4/ARMY HQ 6 153	1st DIV 4 103	2nd DIV 4 103	3rd DIV 4 103	4th DIV 4 103	5th DIV 4 103	6th DIV 4 103
LEGION OF DOOM 6 153	5/ARMY HQ 6 153	6/ARMY HQ 6 153	7th DIV 4 103	8th DIV 4 103	9th DIV 4 103	10th DIV 4 103	11th DIV 4 103	12th DIV 4 103	13th DIV 4 103

ARMY OF THE DESERT NOMADS

14th DIV 4 103	15th DIV 4 103	16th DIV 4 103	17th DIV 4 103	18th DIV 4 103	19th DIV 4 103	1/GUARDS 4 72	2/GUARDS 4 72	3/GUARDS 4 72	4/GUARDS 4 72
20th DIV 4 103	21th DIV 4 103	22th DIV 4 103	23th DIV 4 103	24th DIV 4 103	25th DIV 4 103	5/GUARDS 4 72	6/GUARDS 4 72	7/GUARDS 4 72	8/GUARDS 4 72

ARMY OF THE PRINCIPALITIES OF GLANTRI

PRINCE JHEREG 6 159	PRINCE BRANNART 6 159	PRINCESS CARLOTTIA 6 159	PRINCE VANSERIE 6 159
PRINCE MORPHAL 6 159	PRINCE VOLOSPIN 6 159	PRINCE JAGGAR 6 159	PRINCESS CARNELIA 6 159

ATRUAGHIN CLANS

BEAR CLAN 6 120	HORSE CLAN 6 120	TIGER CLAN 6 120	WOLF CLAN 6 120
BOAR CLAN 6 120	SEA TURTLE 6 120	ELK CLAN 6 120	2/ROYAL BRIGADE 4 177

MINROTHAD GUILDS

1st ROYAL BRIGADE 4 177	1st HOME GUARDS 6 143
3/ROYAL BRIGADE 4 177	2/HOME GUARDS 6 143

KINGDOM OF IERENDI

I LEG. 6 182	II LEG. 6 182	III LEG. 4 73	IV LEG. 4 73	V LEG. 4 73	VI LEG. 4 73	VII LEG. 4 73	VIII LEG. 4 73	IX LEG. 4 73	X LEG. 4 73
XI LEG. 4 73	XII LEG. 4 73	XIII LEG. 4 73	XIV LEG. 4 73	XV LEG. 4 73	XVI LEG. 4 73	XVII LEG. 4 73	XVIII LEG. 4 73	XIX LEG. 4 73	XX LEG. 4 73

ARMY OF THE REPUBLIC OF DAROKIN

XXI LEG. 4 44	XXII LEG. 4 44	XXIII LEG. 4 44	XXIV LEG. 4 44	XXV LEG. 4 44
XXVI LEG. 4 44	XXVII LEG. 4 44	XXVIII LEG. 4 44	XXIX LEG. 4 44	XXX LEG. 4 44

ROCKHOME EXPEDITIONARY FORCE

1/DWARF 4 98	2/DWARF 4 98	3/DWARF 4 98	4/DWARF 4 98
5/DWARF 4 98	6/DWARF 4 98	7/DWARF 4 98	8/DWARF 4 98

VESTLAND

1/ROYAL BRIGADE 4 102
2/ROYAL BRIGADE 4 103

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Game Counter Section Nr. 2 (100 pieces) FRONT Total Quantity of Sections in Game: 2

ARMY OF ALFHEIM

1st ELVEN VOLUNTEERS 6 175	2nd ELVEN VOLUNTEERS 6 175	3rd ELVEN VOLUNTEERS 6 175	4th ELVEN VOLUNTEERS 6 175	1st SHIRE PROTECTORS 4 113	2nd SHIRE PROTECTORS 4 113	3rd SHIRE PROTECTORS 4 113
5th ELVEN VOLUNTEERS 6 175	6th ELVEN VOLUNTEERS 6 175	7th ELVEN VOLUNTEERS 6 175	4th SHIRE PROTECTORS 4 113	5th SHIRE PROTECTORS 4 113	6th SHIRE PROTECTORS 4 113	7th SHIRE PROTECTORS 4 113

ETHENGAR KHANATE

RUNE-EYE 6 128	DEATH-RIDER 6 128	GIANT-KILLER 6 128
BLOODY 6 128	SKULL-CRUSHER 6 128	BONE-CRUSHER 6 128

ARMY OF SODERFJORD

OLAF'S BRIGADE 4 102	SVEN'S BRIGADE 4 102
HARALD'S BRIGADE 4 102	RAGNAR'S BRIGADE 4 102

ARMY OF THE FIVE SHIRES

1st DIV. 6 151	2nd DIV. 6 151	3rd DIV. 6 151	4th DIV. 6 151	5th DIV. 6 151	6th DIV. 6 151
8th DIV. 6 151	9th DIV. 6 151	10th DIV. 6 151	11th DIV. 6 151	12th DIV. 6 151	13th DIV. 6 151

ARMY OF THE EMIRATE OF YLARUM

7th DIV. 6 151	SPIDER-RIDER 6 128
14th DIV. 6 151	PLAIN-RIDER 6 128

IMPERIAL ARMY OF THYATIS

14/COHRT. 4 91	15/COHRT. 4 91	16/COHRT. 4 91	1st OSTLAND BRIGADE 4 102
17/COHRT. 4 91	18/COHRT. 4 91	2nd OSTLAND BRIGADE 4 102	3rd OSTLAND BRIGADE 4 102

ARMY OF OSTLAND

ARMY OF THE DUCHY OF KARAMEIKOS

6/MILITIA 4 108	7/MILITIA 4 108	8/MILITIA 4 108	9/MILITIA 4 108
10/MILITIA 4 108	11/MILITIA 4 108	12/MILITIA 4 108	13/MILITIA 4 108

CHARACTER PARTY #1 10	CHARACTER PARTY #2 10
LANTRI ALLIED UNIT 6	ALFHEIM ALLIED UNIT 6

ALLIED EXPEDITIONARY FORCE

DAROKIN ALLIED UNIT 6	SHIRE ALLIED UNIT 6	DWARF ALLIED UNIT 6	KARAMEIKOS ALLIED UNIT 6
THE MASTER'S AGENTS 6	IERENDI ALLIED UNIT 6	VESTLAND ALLIED UNIT 6	SODERFJORD ALLIED UNIT 6

GAME WEEK x1	CAMP	CAMP	CAMP	CAMP	CAMP
GAME WEEK x10	CAMP	CAMP	CAMP	CAMP	CAMP

GAME MARKERS

FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE	FATIGUE MODERATE
FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS	FATIGUE SERIOUS

IMPERIAL ARMY OF THYATIS

Unit name: IMPERIAL COHORT
Type of unit: Regular Division
Number of units: 5
MV 4, BR 91
Personnel: 3310
Troop Class: Good

Division Commander: F 12 (CB +1, Int +1)
Deputy Division Commander: F 10
Heroes: 2 M 9, 4 C 9, 2 F 14
Unit 1: 800 regular F 1 infantry, spears, 20 Sergeants (F 3), 4 Lieutenants (F 4), 1 Captain (F 6)
Units 2-4: Identical to Unit 1

ARMY OF THE EMIRATE OF YLARUM

Unit name: DIVISION
Type of unit: Regular Division
Number of units: 14
MV 6, BR 151
Personnel: 715
Troop Class: Excellent

Division Commander: F 10
Deputy Division Commander: F 8
Heroes: 10 C 8
Unit 1: 80 skirmish M 2 human cavalry, darts, riding warhorses, 2 Sergeants (M 3), 1 Captain (M 4)
Unit 2: 120 regular F 2 human cavalry, swords & bows, riding warhorses, 3 Sergeants (F 3), 1 Captain (F 4)
Units 3-6: Identical to Unit 2

ARMY OF THE JARLS OF SODERFJORD

Unit name: OLAF'S BRIGADE*
Type of unit: Regular Division
Number of units: 4
MV 4, BR 102
Personnel: 882
Troop Class: Good
Special Ability: Can cross ocean hexes (not lakes or rivers) at normal movement rate and can land on any coastal hex not occupied by an enemy unit. All troops are berserkers; they never check morale and always fail Discipline Checks.

Division Commander: Jarl, F 9 (CB +1) NOTE: All Soderfjord brigades are named after the jarl that commands them.
Deputy Division Commander: F 8
Heroes: 6 F 15, 6 C 8
Unit 1: 120 elite F 3 human infantry, swords & spears, 3 Sergeants (F 4), 1 Captain (F 5)
Units 2-6: Identical to Unit 1

KING'S ARMY OF VESTLAND

Unit name: ROYAL DIVISION
Type of unit: Regular Division
Number of units: 2
MV 4, BR 102
Personnel: 882
Troop Class: Good
Special Ability: Can cross ocean hexes (not lakes or rivers) at normal movement rate and can land on any coastal hex not occupied by an enemy unit. All troops are berserkers; they never check morale and always fail Discipline Checks.

Division Commander: F 9 (CB +1)
Deputy Division Commander: F 8
Heroes: 6 F 15, 6 C 8
Unit 1: 120 elite F 3 human infantry, swords & spears, 3 Sergeants (F 4), 1 Captain (F 5)
Units 2-6: Identical to Unit 1

ARMY OF THE KINGDOM OF OSTLAND

Unit name: ARMY OF OSTLAND
Type of unit: Regular Division
Number of units: 1
MV 4, BR 102
Personnel: 882
Troop Class: Good
Special Ability: Can cross ocean hexes (not lakes or rivers) at normal movement rate and can land on any coastal hex not occupied by an enemy unit. All troops are berserkers; they never check morale and always fail Discipline Checks.

Division Commander: F 9 (CB +1)
Deputy Division Commander: F 8
Heroes: 6 F 15, 6 C 8
Unit 1: 120 elite F 3 human infantry, swords & spears, 3 Sergeants (F 4), 1 Captain (F 5)
Units 2-6: Identical to Unit 1

ETHENGAR KHANATE

Unit name: HORDE
Type of unit: Regular Division
Number of units: 8
MV 6, BR 120
Personnel: 662
Troop Class: Good

Division Commander: F 10, CB +1
Deputy Division Commander: F 8
Unit 1: 160 elite F 2 human cavalry, bows & spears, riding warhorses, 4 Sergeants (F 3), 1 Captain (F 4)
Unit 2: Identical to Unit 1
Unit 3: Identical to Unit 1
Unit 4: Identical to Unit 1

ALLIED EXPEDITIONARY FORCE

Unit name: ALLIED EXPEDITIONARY FORCE
Type of unit: Special**
Number of units: 11**
MV 6 (units), 10 (PCs traveling alone), BR not applicable
Personnel: varies
Troop Class: Excellent
** This force is gathered by the player characters as part of their diplomatic mission, and is used for the final assault against the Master. The PCs may not receive all of the units described below. Each unit is capable of independent movement.

Army Commanders/Heroes: The Player Characters
Deputy Army Commander: General Balcares, Army of Darokin (F 10)
Division Commanders: Colonel Bright (regular infantry), Colonel Casillis (regular cavalry), Colonel Leonidas (skirmishers), all F 8
Unit 1 (Glantri): 120 skirmish M 3 human cavalry, darts, riding warhorses, 4 Sergeants (M 4), 1 Captain (M 5)
Unit 2 (Alfheim): 240 elite E 3 elf cavalry, riding warhorses, *longswords +1* and bows, 6 Sergeants (E 4), 1 Captain (E 5)
Unit 3 (Darokin): 480 regular F 2 human mounted infantry, riding normal horses (cannot fight on horseback), swords & bows, 12 Sergeants (F 3), 4 Lieutenants (F 4), 1 Captain (F 5)
Unit 4 (Shire): 160 elite F 3 halfling mounted archers, riding normal horses (cannot fight on horseback), 4 Sergeants (F 4), 1 Captain (F 5)
Unit 5 (Dwarf): 240 regular F 2 dwarf mounted infantry, riding normal horses (cannot fight on horseback), hammers, 6 Sergeants (F 3), 1 Captain (F 5)
Unit 6 (Karameikos): 120 skirmish F 2 human cavalry, swords & bows, 3 Sergeants (F 3), 1 Captain (F 4)
Unit 7 (Ierendi): 80 skirmish M 3 human cavalry, darts, riding warhorses, 2 Sergeants (M 4), 1 Captain (M 5). Can travel across water like regular Ierendi unit.
Unit 8 (Vestland): 120 elite F 3 human infantry, swords & spears, 3 Sergeants (F 4), 1 Captain (F 5). This is a berserker force, and can travel across water like regular Vestland unit.
Unit 9 (Soderfjord): 120 elite F 3 human infantry, swords & spears, 3 Sergeants (F 4), 1 Captain (F 5). This is a berserker force, and can travel across water like regular Soderfjord unit.

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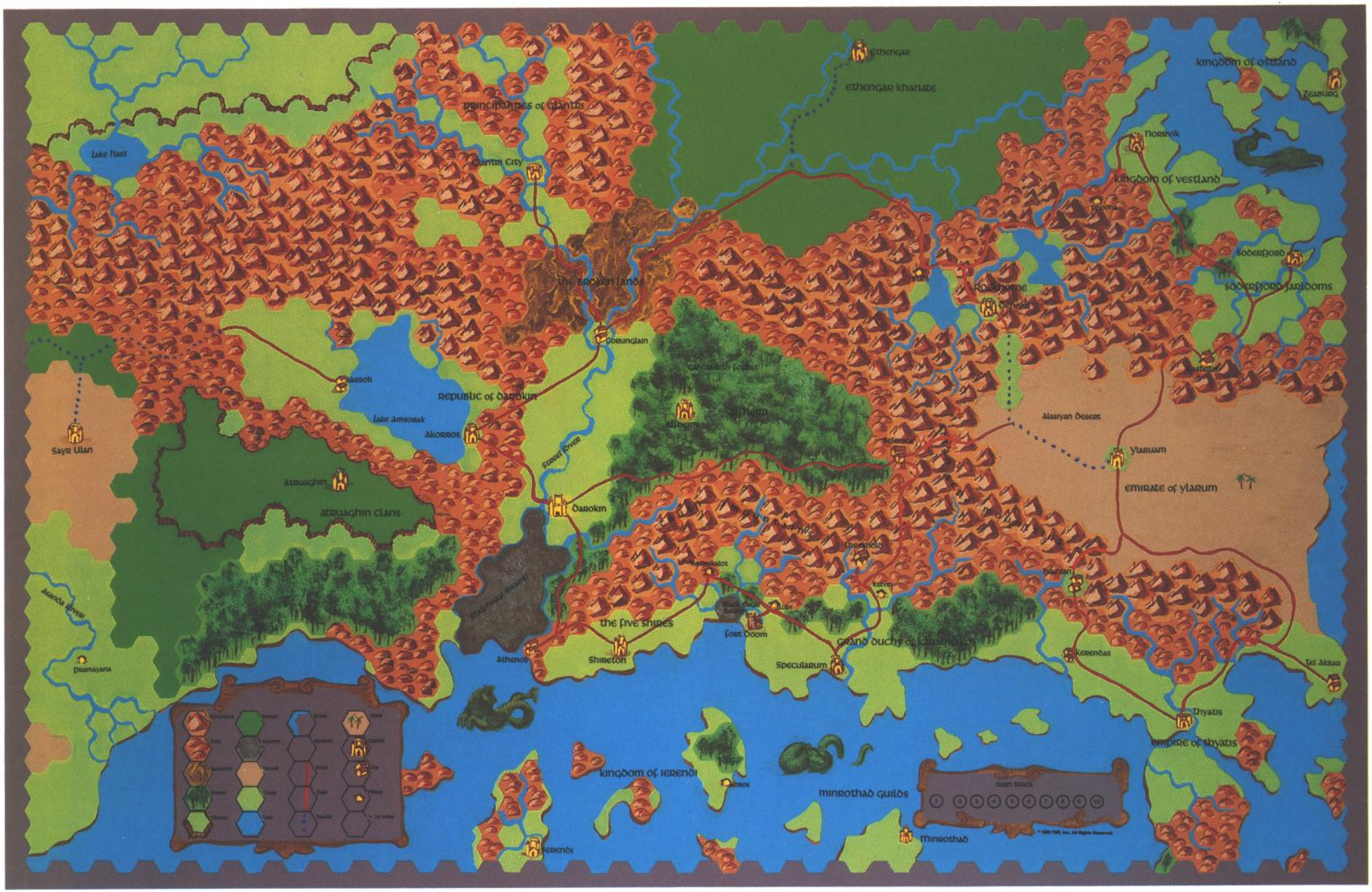
Ethengar
Ethengar Khanate
Kingdom of Ostland
Zeasburg
Principalities of Glantri
Lake Nast
Glantri City
Norrvik
Kingdom of Vestland
Soderfjord
Soderfjord Jarldoms
The Hooken Lands
Rockhome
Denaal
Corunglain
Gnomish Forest
Alfheim
Alfheim
Lake Amsorak
Akesoli
Republic of Darokin
Akorros
Sayr Ulan
Street River
Alasiyan Desert
Ylaruam
Emirate of Ylarum
Atruaghin
Atruaghin Clans
Darokin
Threshold
Mystalor
Kevin
Bazran
Mistwood Swamp
Azanda River
The Five Shires
Fort Doom
Grand Duchy of Karameikos
Athenos
Shireton
Specularum
Kerendas
Tel Akbar
Dramayana
Thyatis
Empire of Thyatis
Kingdom of Ierendi
Dobos
Minrothad Guilds
Minrothad
Ierendi
Turn Track
1
2
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10
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Unit name: III - XX LEGIONS
Type of unit: Regular Division
Number of units: 18
MV 4, BR 73
Personnel: 1160
Troop Class: Fair

Division Commander: F 6
Deputy Division Commander: F 5
Hero: C 5
Unit 1: 120 regular F 1 human infantry, sword, 3 Sergeants (F 2), 1 Captain (F 3)
Unit 2: Identical to Unit 1
Unit 3: Identical to Unit 1
Unit 4: Identical to Unit 1, except bow instead of sword
Unit 5: Identical to Unit 4
Unit 6: Identical to Unit 4
Unit 7: 120 regular F 1 human cavalry, bow & sword, riding warhorses, 3 Sergeants (F 2), 1 Captain (F 3)
Unit 8: Identical to Unit 7
Unit 9: 80 skirmish F 1 human cavalry, bow & sword, riding warhorses, 2 Sergeants (F 2), 1 Captain (F 3)

Unit name: XXI - XXX LEGIONS
Type of unit: Reserve Division
Number of units: 10
MV 4, BR 44
Personnel: 667
Troop Class: Below Average

Division Commander: F 5
Deputy Division Commander: F 5
Hero: C 4
Unit 1: 120 regular F 1 human infantry, sword, 3 Sergeants (F 2), 1 Captain (F 3)
Unit 2: Identical to Unit 1
Unit 3: Identical to Unit 1, except bow instead of sword
Unit 4: Identical to Unit 3
Unit 5: 80 skirmish F 1 human cavalry, bow & sword, riding warhorses, 2 Sergeants (F 2), 1 Captain (F 3)
Unit 6: Identical to Unit 5

ARMY OF THE FIVE SHIRES

Unit name: SHIRE VOLUNTEER REGIMENT
Type of unit: Regular Division
Number of units: 7
MV 4, BR 113
Personnel: 994
Troop Class: Good

Division Commander: Halfling F 8 (CB +1)
Deputy Division Commander: Halfling F 6
Unit 1: 120 elite F 3 halfling archers, dagger as 2nd weapon), 3 Sergeants (F 4), 1 Sheriff (F 5)
Units 2-8: Identical to Unit 1

ARMY OF ALFHEIM

Unit name: ELVEN IRREGULARS
Type of unit: Regular Division
Number of units: 7
MV 6, BR 175
Personnel: 746
Troop Class: Excellent

Division Commander: E 8 (CB +1)
Deputy Division Commander: E 6
Unit 1: 120 elite E 3 cavalry, longbows & *longswords +1*, riding warhorses, 3 Sergeants (E 4), 1 Captain (E 5)
Units 2-6: Identical to Unit 1

DWARVEN EXPEDITIONARY FORCE

Unit name: DWARF FOOT
Type of unit: Regular Division
Number of units: 8
MV 4, BR 98
Personnel: 1242
Troop Class: Good

Division Commander: Dwarf F 8 (CB +1)
Deputy Division Commander: Dwarf F 6
Unit 1: 120 regular F 2 dwarven infantry, hammers, 3 Sergeants (F 3), 1 Captain (F 4)
Units 2-10: Identical to Unit 1

MILITIA OF KARAMEIKOS

Unit name: MILITIA DIVISION
Type of unit: Regular Division
Number of units: 8
MV 4, BR 108
Personnel: 996
Troop Class: Average

Division Commander: F 8
Deputy Division Commander: F 6
Heroes: 1 M 6, 1 C 6
Unit 1: 120 skirmish F 1 human cavalry, bows & swords, riding warhorses, 3 Sergeants (F 2), 1 Captain (F 3)
Unit 2: Identical to Unit 1
Unit 3: 120 regular F 1 human cavalry, bows & swords, riding warhorses, 3 Sergeants (F 2), 1 Captain (F 3)
Unit 4: Identical to Unit 3
Unit 5: 120 regular F 1 human infantry, bows, 3 Sergeants (F 2), 1 Captain (F 3)
Unit 6: Identical to Unit 5
Unit 7: Identical to Unit 5, except swords instead of bows
Unit 8: Identical to Unit 7

KINGDOM OF IERENDI

Unit name: ROYAL BRIGADE
Type of unit: Regular Division
Number of units: 3
MV 4, BR 177
Personnel: 832
Troop Class: Excellent
Special Ability: Can cross ocean hexes (not lakes or rivers) at normal movement rate and can land on any coastal hex not occupied by an enemy unit.

Division Commander: F 9 (CB +1, Int +1, Wis +1)
Deputy Division Commander: F 8
Heroes: 2 M 7, 2 C 7, 1 F 13
Unit 1: 80 skirmish M 3 human cavalry, darts, riding warhorses, 2 Sergeants (M 4), 1 Captain (M 5)
Unit 2: 120 regular F 3 human cavalry, bows & swords, riding warhorses, 3 Sergeants (F 4), 1 Captain (F 5)
Unit 3: Identical to Unit 2
Unit 4: 240 regular F 2 human infantry, bows & swords, 6 Sergeants (F 3), 1 Captain (F 4)
Unit 5: Identical to Unit 4

MINROTHAD GUILDS

Unit name: HOME GUARDS
Type of unit: Regular Division
Number of units: 2
MV 6, BR 143
Personnel: 1018
Troop Class: Good
Special Ability: Can cross ocean hexes (not lakes or rivers) at normal movement rate and can land on any coastal hex not occupied by an enemy unit.

Division Commander: F 9
Deputy Division Commander: F 8
Heroes: 2 M 9, 2 C 9
Unit 1: 120 skirmish F 2 human cavalry, bows & swords, riding warhorses, 3 Sergeants (F 3), 1 Captain (F 4)
Unit 2: 240 regular F 2 human cavalry, bows & swords, riding warhorses, 6 Sergeants (F 3), 1 Captain (F 4)
Unit 3: Identical to Unit 2
Unit 4: 240 regular F 2 human mounted infantry, bows & swords, riding regular horses (cannot fight on horseback), 6 Sergeants (F 3), 1 Captain (F 4)
Unit 5: Identical to Unit 4

For Character Levels 10-14

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Michael S. Dobson

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